NINTENDO POWER™

November/December 1988 $3.50

Track & Field II
16 Explosive Events
Tear up the Track

Captain Nintendo
Video Super Hero
Fiction Feature

More Blaster Master
Plus Fold-Out Poster

Gigantic Holiday Giveaway

Nintendo® THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS


Make a power call.
When you need information fast, make a power call to Nintendo. Our team is ready with the answers to all kinds of questions.
You can call Customer Service at 1-800-422-2602 for tips on everything from how to hook up your Nintendo Entertainment System to what to do when your dog chews up your Game Paks.
If you want to "talk games" player-to-player, call Nintendo's Game Counselors at (206) 885-7529. They'll help you with hot tips and gangbuster strategies.
When it comes to powerful game play, make a power call Monday through Saturday 4am-10pm Pacific time.
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Welcome

This is the premier holiday issue of *Nintendo Power* magazine, and we're going all out to celebrate the season! It's great that so many of our subscribers have time off for the holidays because you'll need it to dive into all the excitement we have in store for you in the next 110 red-hot pages.

For openers, how about the life-size, high-voltage action of the new video game hit *Track & Field II*? The challenge is BIG, really BIG! Life-size athletes fill your video screen as they compete in 15 hard-hitting track and field events. Pole vaulters, fencers, swimmers, — the line up is classic. The action is fast. And the challenges just don't come any BIGGER!

This issue of *Nintendo Power* also reviews two super awesome new role-playing video games — *Ultima* and *Legacy of Wizard*. The settings are different, but they both have one thing in common. You have to think as fast as you move! And speaking of fast moves, check out *Blades of Steel*. It's the newest ice hockey game in the rink and it's ready to play on your Nintendo Entertainment System.®

In this issue of *Nintendo Power*, read all about the super hero of video game play, "Captain Nintendo," in the first of our two-part fiction story. Be sure to power up your game play with pointers from the pros in "Counselors' Corner." Compare your own scores to the best of the blockbusters in "NES Achievers." Look into your video game future with "Pak Watch." Laugh it up with Howard & Nester. And take a crack at winning one of over 500 exciting prizes in our special Holiday Giveaway.

When you pull out this issue's fold-out poster, don't miss the gift guide on the back. From sweatshirts to duffels, it's loaded with sure-fire gift ideas for video game fans.

It's all here. It's all powerful. It's the holiday issue of *Nintendo Power* magazine. You've got to read it to believe it. If you're into power play, this *Nintento Power* will make your holiday!





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NOW

- *Powerful Gift Guide will make you a Power Player.*
- *Photo by Yuji Takase. Model manufactured by Magician Sasaki.*



1988 NOV-DEC



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TRACK & FIELD II™

15 WORLD CLASS EVENTS.

ALL THE EXCITEMENT OF THE OLYMPICS.

FENCING
TRIPLE JUMP
SWIMMING
HIGH DIVE
SHOOTING
HAMMER THROW
HORIZONTAL BAR
HURDLES
ARCHERY
CANOEING
POLE VAULT
TAEKWONDO









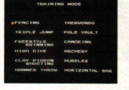




TRAINING MODE

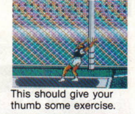
Train hard then meet the competition!

The Training Mode is your warm up. Like all great athletes of the world, you must practice to reach perfection. Here you learn the moves and timing that may lead to your world title.





Check your progress on the Press Report.



This should give your thumb some exercise.

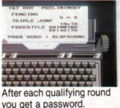


OLYMPIC MODE

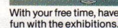
Your greatest challenge as a competitor.

Konami Airlines jets you to the Olympic Games in a special 747, landing just in time for the opening ceremonies. After that it's three grueling events each day—that's twelve competitions! Finals take place on the last three days of the games. Your nation will be watching as you face the world's best.





After each qualifying round you get a password.

With your free time, have fun with the exhibitions.



VERSUS MODE

Compete against your friends.

The Versus Mode offers you three games of a different sort. Arm wrestling tests your strength and determination. You can almost feel the straining muscles and sweat when the two arm wrestlers are going at it. Then try fencing or test your taekwondo. There's a sport here for everyone.



This guy is in the grip of something powerful.



Taekwondo, the art of man-to-man competition imported from the Orient and as ancient as the Great Wall, may be your greatest challenge in the games.









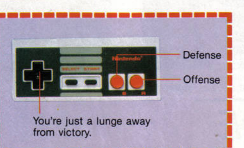






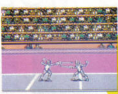

FENCING

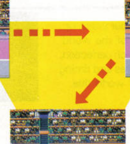
The art of fencing calls for speed and agility.



You're just a lunge away from victory.

FIVE TOUCHES WIN THE MATCH.





Be careful to stay in-bounds to avoid a forfeit.

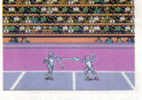
Close in on your opponent and look for an opening, then, "En garde!"

Foil your opponent's dreams of glory with quick counter attacks.



Offense

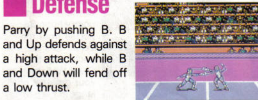
Thrust high by pressing A and Up. This is a dangerous move, so do it quickly and be ready to parry a counter attack.





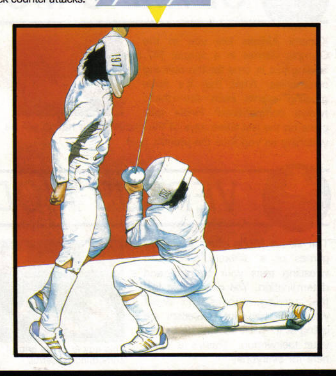
Attack

Your best move is a low thrust that slips under your opponent's guard. Lunge forward and push A and Down.



Defense

Parry by pushing B. B and Up defends against a high attack, while B and Down will fend off a low thrust.













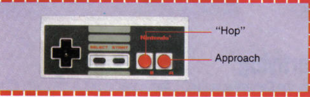






TRIPLE JUMP

Hop, skip and jump your way to success.



Approach

Tap A as fast as you can to build up speed for the jump.

Take-off

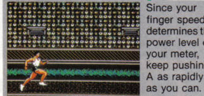


"Hop" before the line by pushing B.



Qualify with a 15 meter leap.





Since your finger speed determines the power level on your meter, keep pushing A as rapidly as you can.

(1) Your starting run is critical. The faster you run, the further you jump.



The angle of your jump is determined by how long you press B. Optimum is 45°.

(2) Stepping on or over the foul line will disqualify your effort, so be careful.



Timing your skip is crucial. A clue is given in the shade of the jumper.

(3) On the "hop" as soon as your feet hit the sand press B. Too soon or late will result in a foul.



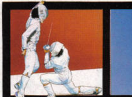
If you qualify, get set for more tough competition.

(4) Following a successful jump, you wait at the end of the pit for the announcement from the judges.







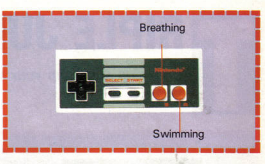








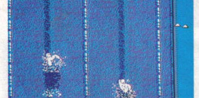
FREESTYLE SWIMMING



As in most sports, swimming requires the ultimate effort of both mind and body.

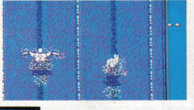
Swimming

Churn up some waves and leave the opposition in your wake by increasing your power and swimming speed.



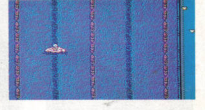
Butterflying

Press Down on the Controller at the start of the race if you want the Butterfly Stroke.



Breathing

Since you're not a fish, you'll have to breathe. Push B to fill up on oxygen—the fuel of champions.





It's always a tough race.

Down the first length of the Olympic pool, concentrate on speed by hammering on that A button.

At the halfway mark, turn and dash.

When you first begin training for the free-style competition, work on beating the clock rather than your opponent.





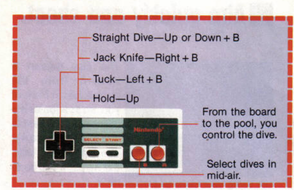


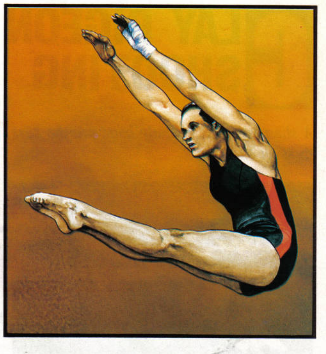




HIGH DIVE

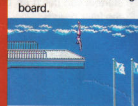
Aerial gymnastics or the ultimate proof of gravity?





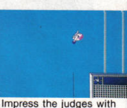
Dives are judged by difficulty and entry.

1 Push A to select your dive stance. Choose from handstands, reverse, forward and backward dives. Then, when you're ready, hit B to launch yourself from the high board.



Now twist, tuck, somersault, and jackknife on the way down.

2 The judges will look for variety as well as style and form. Continue pushing B, Right and Left to select the maneuvers that appear on the Select screen.



Impress the judges with multiple tuck somersaults.

3 Your entry into the pool is as critical as the mid-air moves. The prime position is head first and body straight at 90°, which may take a good deal of practice to master.



Select Straight Style to finish the dive.

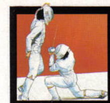
4 To qualify for the championship round, the four judges average out your score. It may help to master one set of dives and then add the super, death-defying moves on later attempts.

Remember, as good as you think a dive was, the judges may disagree.












CLAY PIGEON SHOOTING

A sharp eye and a steady hand are the keys to skeet shooting.



Study your gun sight and get a feel for how accurate it is.



Throw the pigeon.

Shoot!

Use the sights to aim at the clay pigeon.

Aim quickly and shoot.



Aim using your sight and directional control.

The clay pigeon is thrown from the bunker just in front of you, so as soon as it is released it is closest to you and easiest to hit. The longer you wait, the harder it will be to hit it.

To qualify, attain the pre-set score.



Each competition consists of four rounds of ten clay pigeons each. Slow starters can catch up on the later rounds.



Twenty-five hits should allow you to qualify, and that's just a little more than 50% shooting. It gets harder in later rounds.



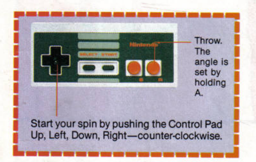


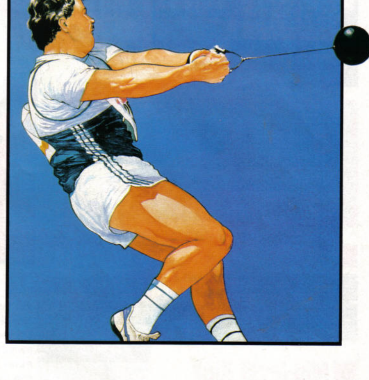




HAMMER THROW

Throwers hurl the mallet by spinning up momentum.





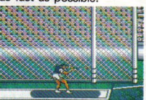


Spin around using the controller.



1

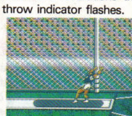
Press in a clockwise motion as fast as possible.



As the athlete spins, the hammer swings fast and wide.

2

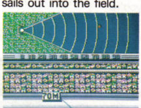
After two revolutions the throw indicator flashes.



Push A to release. Holding A determines the angle.

3

Released, the hammer sails out into the field.



A new scene shows the actual throw and your distance.

4

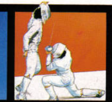
Distance is marked by where the hammer lands.



Once you learn how to throw, go for distance and consistency.









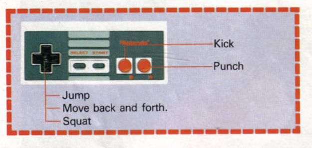


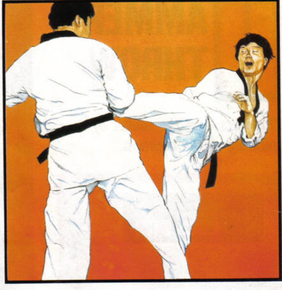




AEKWONDO

Stay on your feet using your quick reflexes.





Punch



For a powerful jumping punch, press A and Up.

Mid-level Kick

Your most basic move is the Mid-level Kick. Push B when you're close to your opponent.

High-Kick





Go for the head by pushing B and Up at the same time.

Spin Kick



The reverse Spin Kick is the most awesome move you can use. Just push B and Down to put your opponent on the mat.

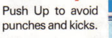
Squat



Push Down to avoid high kicks.

Jump





Push Up to avoid punches and kicks.

Keep up your stamina.



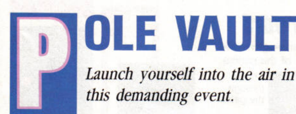
Your stamina meter is displayed at the bottom of the screen on the left, and your opponent's stamina is shown on the right. As long as you still show some stamina, however, you can continue to fight at full strength until it is all used up.





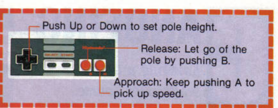




POLE VAULT

Launch yourself into the air in this demanding event.



Tap A to approach the jump.

Running builds up the power you need to plant your pole and spring over the high bar. Press A continuously to reach those higher power levels.





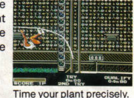
B plants the pole.

1 (1) Holding the pole, hit A repeatedly as you approach the jump.



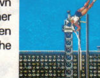
Build up your power.

2 (2) Push B at the exact moment when your pole is above the pole holder.



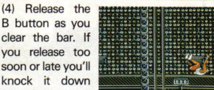
Time your plant precisely.

3 (3) Hold B down as you lift higher and higher then up and over the bar.



Let go of B and the pole.

4 (4) Release the B button as you clear the bar. If you release too soon or late you'll knock it down for a fault.



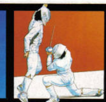
Patience is the key.

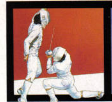














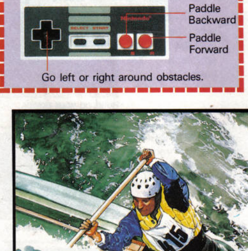






CANOEING

Kayaking a timed whitewater course.





Forward

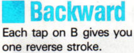
Each tap on A gives you one stroke of the paddle.



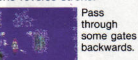
Charge through the gates.



Backward



Each tap on B gives you one reverse stroke.



Pass through some gates backwards.






















ARCHERY

Aim, pull the bow-string, let it fly!



Push B to shoot the arrow.

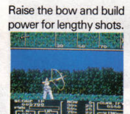
Build up power, then release.

Aim your shot with precision. You can raise or lower the bow, or aim off to either side.

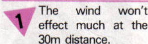
Adjust to the wind.

In a strong sidewind, compensate left or right.

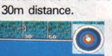
Raise the bow and build power for lengthy shots.



You have three tries at 30, 50, 70, and 90 meters.

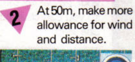


1 The wind won't effect much at the 30m distance.





Release at half power.

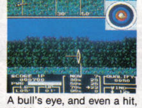


2 At 50m, make more allowance for wind and distance.



Score high early to win.

3 Aim higher at 70m, and correct more for the wind factor.



A bull's eye, and even a hit, at this distance is rough.

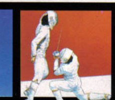
4 90m away, the target is difficult to hit. Use all your power.



Any hit at the longer distances gives you higher scores.









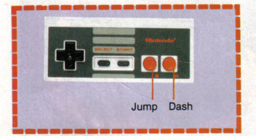






URDLES

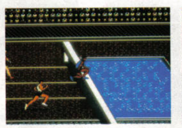
Clear 10 hurdles and a pool to win.





Run

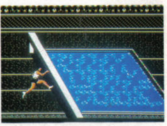
Continuously pressing the A button increases your speed during the race. You'll need a lot of momentum to carry you over the hurdles and water hazard.





Hurdle

The B button keys your jump and, as in other events, timing can make all the difference. Hold B longer to clear the wide pool.

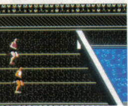


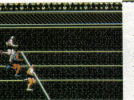


Beat the record!

You'll need a lightning start from the line to beat the Olympic record of 2 minutes, 40 seconds. But too quick a start will be a foul.

To clear the water hazard you must first jump a hurdle. Build your power to the max so you can clear both in one leap.





The final distance is a straight ahead sprint to the finish line. From here on its a matter of wailing on that A button!



















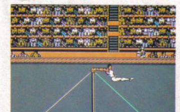

Your routine is determined by the moves you select.

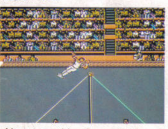
Power



Many moves and combinations.

The different moves and techniques appear in the Select screen window at the lower left. As you increase power with the A button, choose your move by pushing B.


The Forward Wheel is the most basic move.


Almost anything is possible!

Use many moves for a high score.

1

(1) Each move requires power, so start your routine and every new move by pushing A.


The Forward Wheel increases

2

(2) Keep your power high, especially at the finish. If you ease off your dismount will fail.


After choosing a move, regain power.

3

(3) When "Finish" appears in the Select screen, power up as fast as you can.

Your dismount depends on your last moves.

4

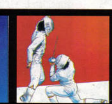
(4) When you've completed the dismount, await the results.

Remember that your power level determines success.










MICKEY
Start in the cra
Find your way through this
TO
LITTLE
HOUSE
500
1100
1300
5900
STAR
25000
9400
GOAL
START



Mickey Mouse and Minnie Mouse are now the stars of their very own video game! It's Mickey Mousecapade! You and your favorite cartoon heroes can go on a wild adventure. There are many levels. Help Mickey and Minnie find their mystery friend!



big maze. Watch out for bad guys!

BAD GUY

• Get the key.

• Find the star!

• Falling Chandelier!

• Search carefully.

• Beat the evil wizard!



Watch your timing and go

THE OCEAN

MINNIE!

- Be careful!

- Don't slip!

Find your way through the tricky forest.

TO THE WOODS

Spring

Summer

Fall

Winter

- Choose the right path.

for a big jump across the ocean.

• Watch out!

Avoid the Gator. •

Sail the high seas!

• This guy is tougher than he looks!

• Go for it!

Ha! Ha! You're no match for me!

Here it is, the last stage!

• Don't get lost!

• Fight the evil Queen!


HOWARD & NESTER


NESTER

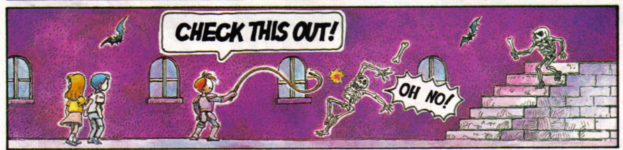

ASK ME ANYTHING I KNOW IT ALL.




OKAY, NESTER. HOW DO YOU FIND THE THIRD MANSION IN "CASTLEVANIA II"?


BODLEY MANSION? THAT'S A PIECE OF CAKE.
CREAK


I COULD FIND THAT BLINDFOLDED.


CHECK THIS OUT!
OH NO!


WOW THIS IS GREAT NESTER! IS THIS ALL THERE IS TO IT?
SURE


YEAH SURE? TRY AGAIN.


WHAT NOW? GO BACK AND ASK DIRECTIONS FROM THAT SKELETON?
THIS HAS TO BE IT...


HI, GANG. SEEMS LIKE YOU COULD USE A HAND. LOOKING FOR BODLEY MANSION?


NESTER GOT US LOST.
AND I WAS HOPING FOR SOMETHING USEFUL, LIKE A MAP TO MARS.


FIRST, YOU NEED TO FIND THE RED CRYSTAL. AND THEN, JUST LIKE AT YUBA LAKE...




WE HAVE EVERYTHING WE NEED! (CARROT HEAD)


I'M SORRY, I JUST WANTED TO WARN YOU...
I GUESS I FORGOT THAT YOU'RE A REAL WIZ.

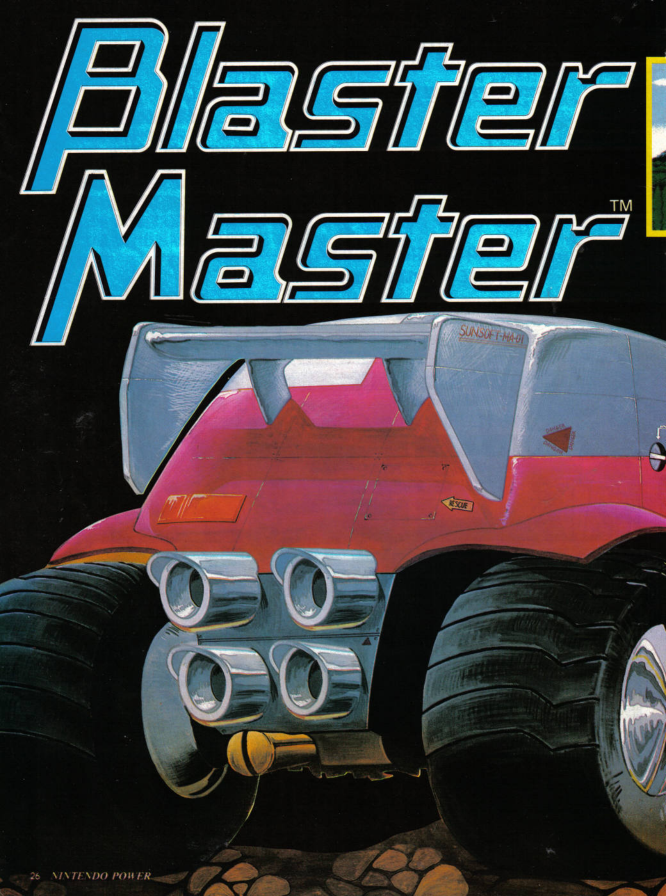

THAT'S RIGHT...



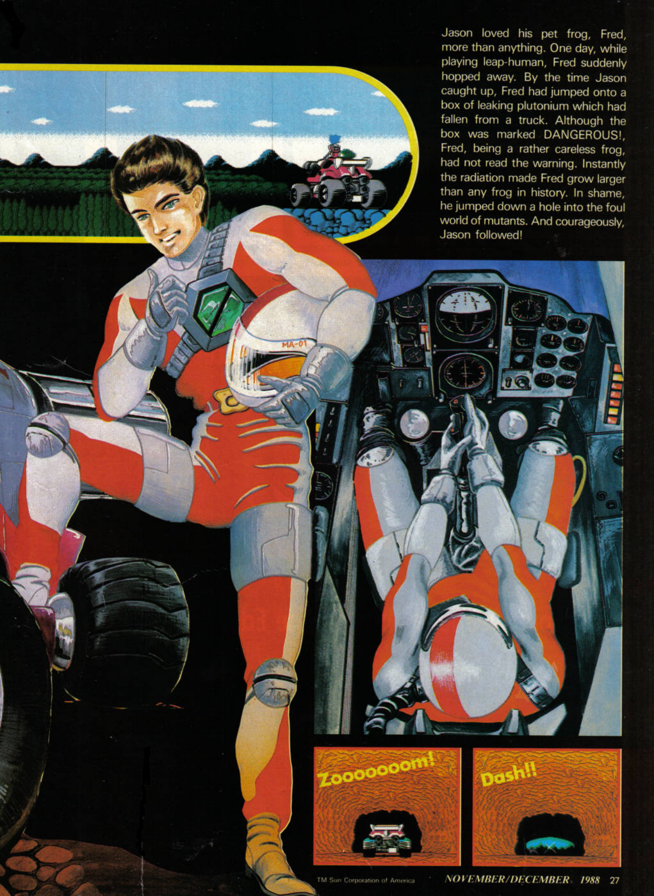

I'M No1

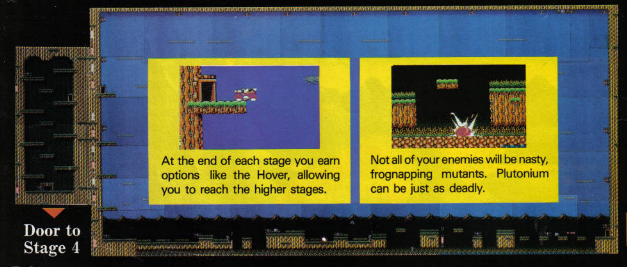

?
WHOOSH...


WHoaa...
IF YOU NEED HELP, JUST ASK.
I HOPE NESTER KNOWS THAT.
BYE NESTER, GREAT TRICK!


Blaster Master™
SUNSOFT-MA-01
DANGER
RESCUE

Jason loved his pet frog, Fred, more than anything. One day, while playing leap-human, Fred suddenly hopped away. By the time Jason caught up, Fred had jumped onto a box of leaking plutonium which had fallen from a truck. Although the box was marked DANGEROUS!, Fred, being a rather careless frog, had not read the warning. Instantly the radiation made Fred grow larger than any frog in history. In shame, he jumped down a hole into the foul world of mutants. And courageously, Jason followed!



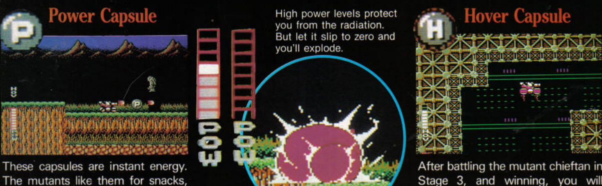


At the end of each stage you earn options like the Hover, allowing you to reach the higher stages.

Not all of your enemies will be nasty, frognapping mutants. Plutonium can be just as deadly.

Power-up When You Get The Chance!

Power Capsule



These capsules are instant energy. The mutants like them for snacks, too, but if you defeat one of the fiends, the capusle is yours.

High power levels protect you from the radiation. But let it slip to zero and you'll explode.

Hover Capsule

After battling the mutant chieftan in Stage 3, and winning, you will receive the Hover option. Collect a hover capsule to make it work.

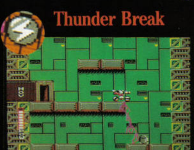
Super-weapons Give You The Edge!

Homing Missile



When armed with this missile, push Down and B. The missile seeks out nearby enemies, even if they are hiding, and blows them away.

Thunder Break

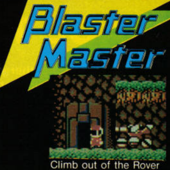


The ultimate zapper, the Thunder Break shoots bolts of hyper-charged particles. You can even hit a mutant attacking from below.

Multi-Warhead Missile



Fire three missiles at a time to overwhelm your enemies. Like the Thunder Break and Homing Missile, push Down and B to activate.



All that is standing between you and Stage 2 is this obnoxious mutant. You'll need to charge-up your Rover's battery to get rid of him. Get the critical Hyper option by defeating the Warlord hidden at the "E" on this map in Stage 1. Rove on!



Climb out of the Rover and walk through the door. Inside, you may find help.

A B C D E

The door to Stage 2. (Continued on page 32)

One Sip of Plutonium and These Mutants Go Wild!



STAGE 1 — OVERHEAD VIEW MAP

Be it ever so humble, there's no place quite like a mutant's home. Let's take a quick tour. Notice the attractive overhead view, your comfy radiation suit, and the friendly mutants with slavering fangs!

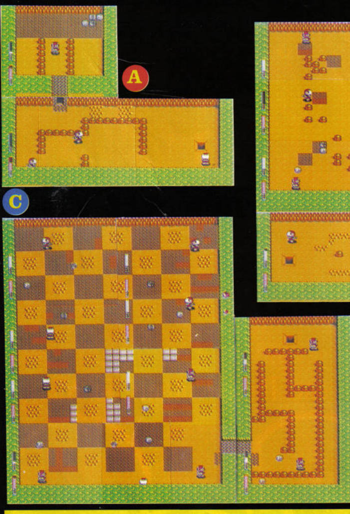


Press A to throw powerful grenades.

Inside the mutant bases you can no longer jump. Instead, you have grenades that pack a wallop! And that's just what you need since some mutants—being tough as nails—will only laugh at your gun.



As the inhabitants are shy and tend to attack strangers out of embarrassment, one should take care.





Collect Gun capsules to power up your pistol.

Your Gun guage fills up by sections, just like the Power indicator. Mutant attacks will decrease both Gun and Power.

SIDE VIEW MAP

The First Warlord's Den!

As the toxic wastes leaked down to the underworld, certain creatures mutated rapidly, becoming more vile, hideous, and cunning than the rest. The Warlords!

E

Blaster Master



Defeat this bloated brain with grenade power. But stay clear of the killer cells.

Keep Moving!



On Stage 1 you will gain the Hyper, an option that boosts the firepower of your rover.

Win special options from the Warlords

Having defeated a Warlord and gained the option, your Rover will power up.

Now you're ready for Stage 2.

Between you and Stage 2 is just one ugly mutant!

The Hyper will get you through the door.



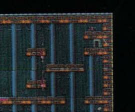
STAGE 2

SIDE VIEW MAP

As you descend, ever more vicious mutants lie in wait, listening to the steady drip of plutonium and the distant growl of your approaching Rover.

Driving the armored Rover requires steady nerves and lightning-fast reflexes. Learn how to utilize the Rover's powerful springs to jump over enemies. Also practice climbing in and out of the Rover.

When you need a short-cut back to Stage 1, try this route. It'll save you time and cut down on the number of mutant attacks you must fend off.



Use the Crusher to blast this wall and reach Stage 3.

Watch Your Step!

Throughout Stage 2 ponds of lava boil on the pathways.



Blast mines with the cannon, or climb outside and use your gun.

Once you win Wall I from the Warlord in Stage 6, go back to Stage 2 to find Stage 7's secret door.

How about this! Get the Wall I option in Stage 6 and you'll be climbing the walls like a fly.

This is the door to Stage 7. When you've cleared the other levels, come back here, and keep your fingers crossed.

Hidden doors may be revealed only after you have reached certain stages of the game. Remember to go back and check dead-ends. The second time you may find that things have changed for the better.

Stage 1 leads you to this vast subterranean world.

Blaster Master



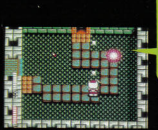
The Warlord's Den!

Overhead View Map

Here you meet yet another atomic waste-case with a serious attitude problem.

Once you've battled the mutant slugs and bees and giants in the outer caverns, you will find a hidden den where your Geiger counter shoots off the scale. Warlord 2 waits inside.

Plan your strategy with care. For instance, you may not have to enter every base if you already have the options you need.



You may wonder how a few thorns can stop the ultimate warrior? Simple, he has very sensitive feet!

Menu Screen Check the status of your options on this subscreen

Press Start after you've collected an option and the Menu Screen will appear. Besides options, the screen displays your super-weapons status. Also use this to Pause.



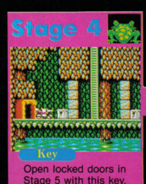
Power alone won't defeat the Warlords. Use strategy. Try different weapons and angles of attack. Keep moving and dodging.

Select the right super-weapons for your needs. For instance, on a vertical screen try the Homing Missiles.

THE MUTANT WORLDS REVEALED

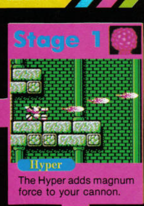


Notice that there is no direct route from Stage 1 through to the end. Many doors will open only after you have moved on and defeated more difficult stages. Knowing your location is critical if you are to save your frog.



Key

Open locked doors in Stage 5 with this key.



Hyper

The Hyper adds magnum force to your cannon.



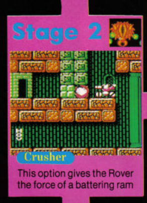
Wall I

The Rover can go vertical with this handy option.



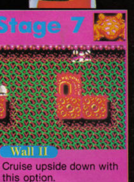
Dive

In the water, this option is better than webbed feet



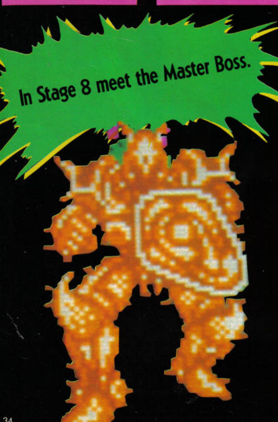
Crusher

This option gives the Rover the force of a battering ram



Wall II

Cruise upside down with this option.





Hover

Hang in the air and drop on unwary enemies.

You've made it this far. Now there's just one more Warlord to defeat—the one who has imprisond your beloved frog, Fred. If you beat him, it's back home again for you and Fred. So get hopping!

Stage 8

THE FINAL STAGE!!





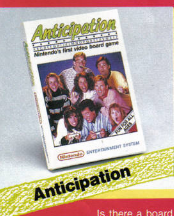
Stay warm and look hot in these colorful sweatshirts. Wormser (312) 564-8355

Powerful Gift Ideas

Are you currently working on your holiday wish list? Or, are you searching for just the right gift for a friend or family member? Our holiday gift guide has something for everyone! You should be able to find these items at your favorite store, but if you have a problem, just call the company listed for each item for "where to buy" information.



These sharp looking bags are custom designed to fit your Control Deck. Comes with built in foam protection and pocket for games. Black or Blue. Athletic Bag Co. (801) 972-4866



Is there a board game fanatic in your household? A great party game for up to 4 players. Good for turning anyone into an NES lover. Nintendo (800) 422-2602



Blaze to glory with these great sweats, shorts and tops. Wormser (312) 564-8355



Game Pak Organizer

Keep Game Paks tidy and ready for play. Holds up to 10 cartridges.
Curtis (603) 532-4123



Slumberbag

What better way to dream your way through all 8 Worlds of Super Mario Bros.?
Ero Industries (312) 965-3700



Super Mario Lunch Kit

Tote your lunch with your favorite Super hero. There's even a thermos. How about some creamy mushroom soup?
Aladdin Industries (615) 748-3132



Remote Controller

Now you can control your moves as easily as you change channels. Gain remote control.
Acclaim (516) 922-2400



Nintendo Baseball Caps

Get in the sporting mood with Zelda, Mario, and Punch-Out!! caps. They're tops!
Universal Industries (617) 758-6101



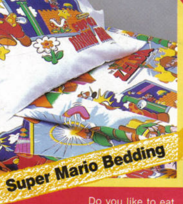
Game Pak Carrier

Take your games with you when you visit a fellow NES fan. Holds up to 10.
Tara Toy Corp. (516) 273-8697



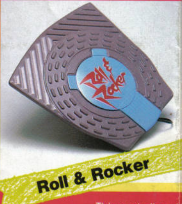
Nintendo Pajama's

Are you ready for the Dream Bout? This knock-out robe with boxing trunks is a sure fired hit! Other styles available.
Wormser (312) 564-8355



Super Mario Bedding

Do you like to eat, breathe and sleep Nintendo? More Mario madness for your room.
Spring Industries (212) 689-0900



Roll & Rocker

This controller will keep you on your toes! Controls games in a whole new way.
LJN (212) 243-6565



Nintendo Beach Towels

When you head for the beach, you may not be able to take your NES, but you can still take your Nintendo favorites along. A La Carte/Saydah (213) 263-9321



Action Figures

Collectible figures of Link and Mario. Why not display them in your room to celebrate your latest triumph? Hasbro Industries (401) 726-4100



Mega Controller

This one remembers your pass codes for you so you never have to start from scratch! Bandai (213) 926-0947



Nintendo Underwear

Only you know why you're having a powerful day when you're wearing these. Union Underwear (502) 781-6400



Nintendo Suspenders

Show your style with these great suspenders. Mario in red or yellow design. Lee Company (212) 244-4440



Nintendo Back Packs

Carry your favorite books, Game Paks, and even Nintendo Power in this convenient back pack. Why not get two? Imaginings 3 (312) 647-1377



Nintendo Stickers

Plaster your favorite characters everywhere. Mario on your wall, Link down the hall! Imperial Toy (213) 489-2100



Mario Rain Slicker

Brighten up any rainy day with this Super Slicker. Swellwear Industries (212) 736-7420



Nintendo Shirts

A wide selection from tee's to tanks. Wear your favorite color with your favorite game. Shift Shed (219) 563-8302


Blaster Master™
JUMP!!
202
202


DIVE!!
202
DT30185
DANGER
02
25027
202


FIRE!!
02
T 25027
202
NINTENDO
POWER
TM


RACE!!
02



What's an R.P.G.?

Collect items, gain experience, increase your strength and embark on a great adventure. This is the challenge of a Role Playing Game. You assume the role of a character and set off on the ultimate video fantasy. R.P.G.'s are not usually high on fast action. Instead, they have tremendous depth for experiencing long playing adventures. They require patience and perseverance. In the two games presented here, there will be villians and friends, merchants and wise old men along the way. You must decide who will help you and who will not. As the story unravels, it is you who must make the decisions and solve the mysteries ahead.

Ultima
LEGACY OF THE WIZARD

Ultima™

The fate of the people of Sosaria is in your hands. Four brave adventurers join forces.

The Kingdom of Britania in Sosaria has enjoyed many years of peace. But now, an evil force known as Exodus, threatens the ancient peace. Only you and your fearless band of adventurers can save the kingdom.

Role Playing Games

Ultima

Choose your companions wisely.

The five tribes of Sosaria have had to adapt to the harshness of life in the wilderness, and each tribe has acquired special abilities and traits to aid them in their fight for survival.

The 5 Tribes of Sosaria

HUMAN	Average in skill, power, and magic.
ELF	A highly skilled tribe.
DWARF	The most powerful tribe.
BOBBIT	Skilled in clerical spells.
FUZZY	A tribe of wizards.

CLRC



The clerical spells help the Cleric complete his quest. He also uses weapons and armor.

FTR



The Fighter makes use of all of the weapons and armor, but cannot cast spells.

PLDN



The Paladin fights like a lion, and can cast a few of the clerical spells.

BRBRN



The Barbarian uses the best weapons and armor. He is also very skillful.

Choose from 11 occupations.

ILSNT

The Illusionist can cast half of the clerical spells and is very skillful.

LARK



Skilled in combat, she may also cast half of the wizard spells.

WZRD



The Wizard is able to use all of the wizard spells, but is weak in a fight.

THIEF



He is the most skillful of the adventurers, and can use some armor and weapons.

DRUID



He can cast both kinds of spells.

ALCMT



The Ranger can use both wizard and clerical spells.

RNGR



The Ranger can use both wizard and clerical spells.





Prepare for battle!

Beware of wandering monsters.

OAK

USE THE "REPEL" SPELL.

GOBLIN

Roaming monsters.

The enemies increase in strength just as you do, so be careful. Experience is crucial!

GHOUL

USE THE "UNDEAD" SPELL.

VICTORY!

SKELETON

Charge!!! When battling on the open plains and forests of Sosaria, there is no retreat. You must defeat all of the loyal minions of Exodus in each encounter.

The spoils of war.

Find gold in the chests that you take from defeated enemies, then use it to buy powerful weapons and armor.

Beware of traps!



There are seven underground dungeons in Sosaria, each made up of an 8-story maze. This is where you will find tools and treasure. But beware of the deadly traps and monsters that guard them!

"?" marks the location of messages, treasure, traps, fountains, and gremlins that steal food.



FOUNTAIN

Damage, Recovery, Poison, and Poison Relief. The Four Fountains.



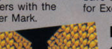
Take the Mark back to the King.

Get the Fire Mark to walk on lava.



Get past the barriers with the Power Mark.

Save the Snake for Exodus' lair.





Removing treasure from chests requires great skill.

The mysterious Continent of Ambrosia awaits!





The whirlpool holds the secret to Ambrosia.

You may discover a strange whirlpool just off land. Dive in and it will help you cross the sea to the unknown Continent of Ambrosia. Once there, you will have to look for a ship to get back to Sosaria.



Take the Flower of Ambrosia back home with you.

Find the Shrines and power up.



Find the Shrine of Wizard Magic and it will increase your maximum magical ability.



The Shrine of Clerical Magic is a place of worship for Clerics, Paladins, Illusionists, and Druids, increasing their ability to cast potent spells.



The location of the Shrine of Power is said to be known to only the most powerful warriors of the land. Find it and increase your fighting ability.



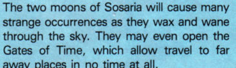
Many thieves have risked their fortunes and even their lives just for a glimpse of the mysterious Shrine of Skillfulness. Can you find it?



Each time you visit a Shrine, the Keepers of the Shrine will ask that you pay a fee. For 100 gold pieces, you can increase an ability.

TIPS AND TRICKS

WATCH SHIFTING OF THE MOONS.



The two moons of Sosaria will cause many strange occurrences as they wax and wane through the sky. They may even open the Gates of Time, which allow travel to far away places in no time at all.

FOOD

LUPIN
H0150
F0161

Always carry enough food.

The villagers can offer much to weary travelers. Be sure to buy groceries, or you may starve to death.



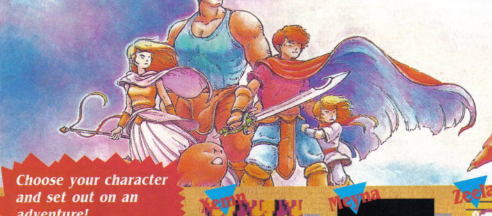
Open the Gates of Time!

Learn how to open them. There are 8 Gates of Time.

Ultima EXODUS
PUSH START

Now you have become a citizen of the World of Ultima!

LEGACY OF THE WIZARD



Choose your character and set out on an adventure!



Loias' great-grandfather, the Wizard, silenced the dragon for many years.

Loias



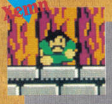
A master of the Dragonslayer, he has practiced for years to take on the evil enemy.

Lyll



Loias' sister has great agility and can jump long distances.

Xemn



Loias' father is powerful. With his glove, he can move some blocks.

Meyna



Loias' mother can fly through the air when she has the right items.

Defeat the deadly dragon!

Zeela



Loias' grandmother will give you passwords to save the game.

Douel



Loias' grandfather can continue with the password.

Pochi



The family pet can easily slip by even the toughest enemies.

The Story

Long ago, the inhabitants of a small village lived in the shadow of an evil dragon. One day, a wise old wizard from the north conjured up a spell that froze the dragon in a painting, which was buried deep in a dungeon. Years passed and the villagers lived in peace. However, the descendants of the wizard could sense a reawakening in the dragon. They knew that they must band together and put the dragon to rest forever.

The dragon awakens after years of slumber.

Powerful Sword! The Dragonslayer, which possesses the strength to defeat the dragon, is protected by four crowns.

Keela Powerful and feared by many, the dragon spits flames and has scales that are nearly impossible to penetrate.

It's up to you to save the world!



COUNSELOR

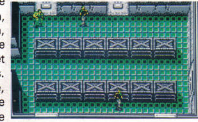


? Metal Gear

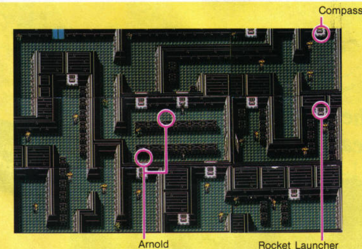
How do I earn Stars? Where is Card 7? How do I get the Rocket Launcher and Compass?



On your mission to infiltrate the enemy fortress, Heaven, and destroy the evil weapon, "Metal Gear," you will need to increase your rank and obtain some hard-to-get items that are essential to your success. For every five prisoners that you rescue, your ranking will increase by one star. Be careful, though, because you can lose ranking if you confuse the prisoners with the enemies. The Rocket Launcher, Compass, and Card 7 are in Building 2. First, get Card 5 from the roof and Card 6 from the basement. These passes will allow you to freely explore the room where the Rocket Launcher is. Call Jennifer, she will help you. After you have contacted her, go into the room and the Rocket Launcher will be there. You'll be able to get the Compass the same way. The strong twin Arnolds have Card 7, and you must defeat them in order to receive it. They are two of the toughest enemies in the game. Use the Rocket Launcher several times and eventually you'll pass them.







NES specialists have all the answers.

AGENT #510

Jody Sage

Became Game Counselor: February 14, 1988
Hobbies: Video Games, Water Skiing
Highest Game Score: Super Mario Bros.—9,999,950
Favorite NES Game: Gauntlet

AGENT #139



Steve Pennington

Became Game Counselor: September 12, 1988
Hobbies: Video Games, Weight Lifting, Personal Growth
Highest Game Score: Athena—9,999,995
Favorite NES Game: Double Dragon

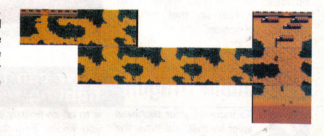
RS' CORNER



Metal Gear — How do I get through the maze zones?

There are two maze zones within the game. The lower maze leads to Building 4 and the upper maze will take you to Building 5. The lower maze is an area with two upper exits, two lower exits, a left exit and a right exit. Take the left exit twice, the upper-left exit once, and the left exit again. A sound will signal your completion of the maze. The upper maze has two left exits, two right exits, one upper exit and one lower exit. Go through the lower-left exit twice, the upper exit once, and the lower-left exit again. Then, you'll be ready to continue your mission!

▼ Navigate through the tricky maze zone.





Rambo — How do I destroy the Flying Fortress?

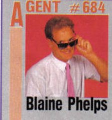
You must hit the cockpit window of the Flying Fortress with several grenades. To replenish your grenade supply, throw your second to last grenade at the enemy on the ground to the left. You will be back to the maximum number of grenades and you can continue attacking the Flying Fortress until it is destroyed.





Toss a grenade toward the left enemy to restore your grenade supply.

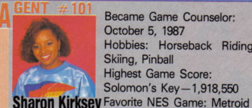
Get hints straight from the Pros!



AGENT #684

Blaine Phelps

Became Game Counselor: February 1, 1988
Hobbies: Golf, Computers, Writing Fiction/Fantasy Stories
Highest Game Score: Bases Loaded—36-0
Favorite NES Game: Side Pocket



AGENT #101

Sharon Kirksey

Became Game Counselor: October 5, 1987
Hobbies: Horseback Riding, Jet Skiing, Pinball
Highest Game Score: Solomon's Key—1,918,550
Favorite NES Game: Metroid



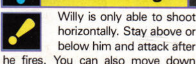
COUNSELO



? Double Dragon — How do I defeat Willy?



Willy is only able to shoot horizontally. Stay above or below him and attack after he fires. You can also move down and corner him so that he'll be shooting off screen.





Move either above or below Willy as he is firing his weapon.



You may find a safe spot in the lower-right corner.

? Double Dragon — How can I use the more advanced fighting techniques?



To increase your technical level so that you have the ability for advanced moves, you must gain hearts. Every thousand Experience Points will earn you a heart up to a maximum of seven. A quick way to build Experience Points is to hit an enemy and back off before you knock him down. Then let the enemy recover, and attack repeatedly in the same manner. You'll get Experience Points for each hit and eventually earn hearts!



Hit by hit, the more hearts you have, the better you'll be.



Uppercut ♥♥



Jump Kick ♥♥♥



Hair Pull ♥♥♥♥



Pin Attack ♥♥♥♥♥



Elbow Punch ♥♥♥♥♥♥

Spin Kick ♥♥♥♥♥♥♥

Game play hot-shots answer your questions.

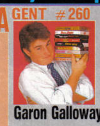
AGENT #028



Jack McLain

Became Game Counselor: October 1, 1987
Hobbies: Scuba Diving, Sky Diving, Body Building
Highest Game Score: Clu Clu Land—999,950
Favorite NES Game: Clu Clu Land

AGENT #260



Garon Galloway

Became Game Counselor: March, 1988
Hobbies: Computers, Sports, and Role Playing Games
Highest Game Score: Zelda—Finished 1st and 2nd Quests without dying
Favorite NES Game: Castlevania II-Simon's Quest

RS' CORNER

Gauntlet — How do I get the clues in the clue rooms?



On your quest to retrieve the Sacred Orb you must find the combination to the vault of Morak, the evil one, in order to enter the last rooms of Volcana. In each clue room you can receive one part of the combination by finding the question mark and exiting the room before time has expired. The question mark can, in some rooms, be very well hidden. To find it, try touching the trap doors, opening sealed chests, shooting through and moving some walls. Explore thoroughly and quickly. Time is tight!



Get this symbol and head for the exit.

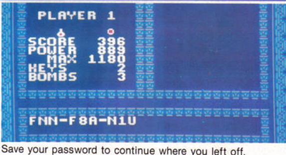


Find out the combination from Morak, the evil one.

Gauntlet — How do I continue?



The password feature will allow you to continue in the room that is just after the last treasure room you successfully completed. When you get a password after visiting a treasure room, make sure that you write it down in case you want to go back there. When your game is over, you can either record your latest password and come back to the game at some later date, or just press Start. When you see the password on the screen, press and hold the A button, press Start, and when you release the A button, the game will continue.



Save your password to continue where you left off.

In-the-know experts help you with game tips.

AGENT #015



Rob Leingang

Became Game Counselor: October 27, 1987
Hobbies: Music, Video Games, and Sports
Highest Game Score: Wizards and Warriors—965,500
Favorite NES Game: Wizards and Warriors

AGENT #317



Jeff Mahaffey

Became Game Counselor: August 1, 1987
Hobbies: Video Games, Sleep, Tennis
Highest Game Score: Zanac—12,000,000
Favorite NES Game: The Adventure of Link

CLASSIFIED INFORMATION

GRADIUS

Here's a strategy first shown in The Official Nintendo Player's Guide, back by popular demand.

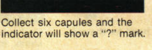
FROM: AGENT 067

Win big with rapid fire!

On your mission to destroy the beastly bio-computer, you will often encounter great numbers of enemies all at once. With a faster firing weapon you can defeat them with ease. Now we have uncovered a technique that will add extra firing speed to the Warp Rattler's laser cannons.



First, destroy enemies and gain power capsules.



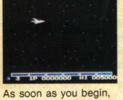
Collect six capules and the indicator will show a "?" mark.

Take a 7th capsule when the 4th digit from the right in your score is 0.

★Hold down the A button to fire at super speed.

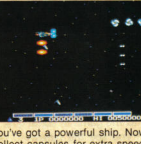
Start with full options!

Here's a code that you can use to supercharge your Warp Rattler with options, barriers and missiles from the very beginning. All these extras will make your cruiser the envy of the galaxy and a sure-fire hit with the enemy hordes.



As soon as you begin, press Start to pause the game.

On the Control Pad, press Up, Up, Down, Down, Left, Right, Left, Right, B, A.



You've got a powerful ship. Now collect capsules for extra speed!

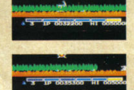
★Press Start again, and you'll have Full Options!

Get a 10,000 point Super Bonus by taking a power capsule.

Using the same techniques you learned to get rapid fire, you'll be able to earn big bonus points. After you have collected six capsules, take one more when the thousands digit on your score (fouth digit from the right) is a 5.



First, defeat enemies and get capsules.



Wait until the indicator points to the "?" mark.

When the thousands digit is a 5, get a capsule.



GRADIUS

■ **FROM: AGENT 099**

■ Warp to advanced levels.

With this special maneuver, you can advance two stages in one move.



In Stage 1, destroy four hatches when the thousands digit is even.



After you defeat the Core Fighter, you'll warp!



Avoid the Moais while warping and you'll end up in Stage Three.

You've skipped Stage Two and now you can challenge Stage Three.



★ **To warp from Stage Two to Stage Four, destroy the Xaerous Core Fighter within two seconds of when the core turns blue.**



★ **Destroy ten Moias in Stage Three and you'll warp to Stage Five after you beat the last enemy.**

■ **Here are the locations for hidden 1-Ups and 5,000 point bonuses.**

1 STAGE 1UP ▶

Touch the right point of the floating rock when the thousands digit is even.



◀ **5000 POINTS**

Steer through the crack in the volcano and gain a 5,000 point bonus.

2 STAGE 1UP



5000 POINTS



3 STAGE 5000 POINTS 1UP





4 STAGE 1UP



5000 POINTS



6 STAGE 1UP



In Stage Two through Six, make sure the thousands digit is even and pass through secret places for more great bonuses!



FROM: AGENT 104

Double up!

On your way to fame as a Seicross champ, you collect 1,000 points at the end of the round for each man with blue clothes saved.



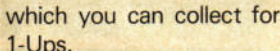


Here's the trick. Before you go onto the next stage, as the men with blue clothes are lined up to the side, save them again and you'll get an extra bonus!



FROM: AGENT 015

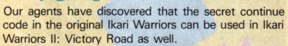
Create many Blue Renders for extra players.



Collect six Number 6 chips and use the option when there are a lot of characters on the screen. They'll all turn into Blue Renders which you can collect for 1-Ups.



FROM: AGENT 207



Keep going with a secret code!

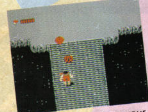
Our agents have discovered that the secret continue code in the original Ikari Warriors can be used in Ikari Warriors II: Victory Road as well.

Just as in the original Ikari Warriors, as soon as your last character has been beaten and before the screen says, "Game Over," press A, B, B, A to continue the game.



Look out! Your game is over!

Quickly, press A, B, B, A on the Controller.



Now you can continue your mission to save the world.

SUPER MARIO BROS.

Explore the mysterious minus world.

Of course you know about Worlds 1-1 through 8-4 in Super Mario Bros., but did you know that there is a World -1 as well? It's an endless water world from which no one has ever escaped.

FROM: AGENT 826

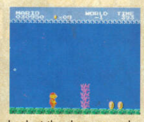


Break the 2nd and 3rd bricks from the pipe at the end of 1-2.

After many tries, Mario may be able to go through the wall.



Quickly, go into the left or right pipe to get to -1.



Look at the above scores! There it is: World-1!!

Deadly Towers

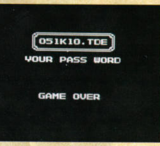
Start out strong and powerful.

FROM: AGENT 705

The challenge ahead for Prince Meyer is extremely difficult and can be made easier with extra strong defenses. Using a special technique in entering the Password you can come to the aid of the Prince. At the start of the game let your character be defeated at the first opportunity. Write down the Password and substitute the first two letters with EF or FE. Enter this new Password and Prince Meyer will have powerful protection!

Start the game and let the Prince be defeated.

Make Prince Meyer the strongest man in the land with a simple Password switch.



Write down the Password as soon as it appears.



Change the first two letters to FE or EF and enter the Password.



Now the Prince is ready to confront the challenge ahead of him.



Here are two of the most powerful controllers

THESE ARE MY S

NES ADVANTAGE &

The NES Advantage and NES Max can give you the Power Player's
They'll watch in awe as you rack up huge scores and tackle games



TURBO

Give your A and B buttons rapid fire power by pressing here. You can even adjust the speed to match the challenge.

JOYSTICK

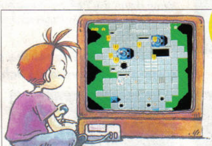
Experience the excitement of the arcade in your own home. The handling and feel of a joystick can make a big difference in a lot of games.

SLOW

Give yourself more time to react and plot your strategy by using this feature.

USE TURBO HERE

Use TURBO in "Star Force," and hold out against armies of enemies.





You've set the TURBO button, now blast away!



This time try it without using the TURBO button.

You made it, no sweat! Now go on to the next stage.



around for the NES.

ECRET WEAPONS!

NES MAX

edge over your friends.
with ease.





NES MAX

CYCLOID

The Cycloid is a vast improvement on the Control Pad. It helps you smooth out your movements on the screen with 360 degree swivel thumb control.

TURBO

Just like with the ADVANTAGE, you can repeat fire and defeat the enemies with ease.

BIG NEWS



Acclaim REMOTE CONTROLLER

"Look Ma, No wires!" Play with the freedom of remote control from anywhere in the room!

Here's a list of games where using each special feature of the NES Advantage and NES Max will come in handy.

JOYSTICK
NES ADVANTAGE

1. Wizards & Warriors
   The Joystick frees you to concentrate on strategy.
2. Legendary Wings
3. Metroid
4. Top Gun
5. Double Dragon

SLOW-MO FUNCTION
NES ADVANTAGE

1. Metroid
   Don't forget, you slow down as well as your enemies.

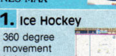


2. Gun.Smoke
3. Star Force
4. Contra
5. Stinger

TURBO FUNCTION
NES MAX & NES ADVANTAGE



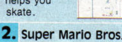
1. Blaster Master
   Hose down your enemies with Turbo fire.



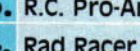
2. Star Force
3. The Legend of Zelda
4. Double Dragon
5. Gradius

CYCLOID
NES MAX

1. Ice Hockey
   360 degree movement helps you skate.



2. Super Mario Bros.
3. R.C. Pro-Am
4. Rad Racer
5. Ikari Warriors



ANTICIPATION™

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NINTENDO OF AMERICA INC.

NOTE 18
CORRECT ANSWER

SELECT NUMBER OF PLAYERS
NUMBER OF COMPUTER PLAYERS
SELECT SKILL LEVEL
VERY HARD
EASY HARD

NES BOY

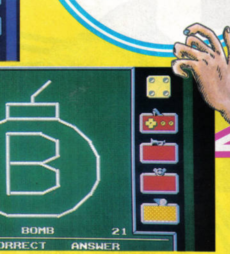
ANTICI



If you know someone who loves board games like Pictionary and Trivial Pursuit tell them about this exciting video newcomer. Anticipation truly opens up a whole new world of video fun. The idea is simple enough; you and your fellow players must identify a sketch as it is being drawn. Sounds easy? Not on your life. Once you've identified the puzzle, you have to spell out the answer while racing against the clock. Strategies must also be mastered, making it doubly tough since everyone else is trying to guess your move. Combining board game participation with video sophistication—that's Anticipation!

NOW PLAYING!

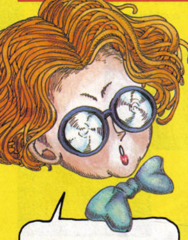
You can play with up to four people at a time. The more the merrier, for this is the perfect party game because everyone can join in. You don't have to be a video space ace or dragon slayer, or even the winner of the All-Universe Spelling Bee. What you do need is a good imagination, some good friends, and a room with thick walls to keep all the fun locked inside.



PATION™*

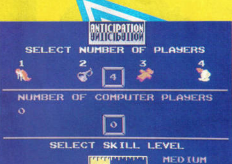


First off, choose your marker.



Practicing alone you can challenge the computer. But this is definitely a game meant for more than one. In fact, the name says it all, because you must "Anticipate" what the other guy is doing.





We can all play!



Who can play?

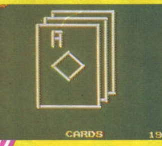




Playing against the computer can still be quite a challenge. It will automatically set itself at your skill level. If you start out easy, chances are that you'll breeze through most of the puzzles. But the higher the skill level you choose, the more difficult it will be to beat the computer. At the highest level, the computer knows all the answers.



This is for beginners. The puzzles are not as difficult as later on, and dots outline the sketch shape.



More difficult with more variety in the puzzles and fewer dots to follow.



Some of these puzzles would even stump Einstein. You'll have to concentrate to succeed here.

NOW PLAYING!



Earn all four colors.

At every level, each player must collect four colors—red, yellow, blue, and green. The color you earn depends on what color square your marker lands on, and if you correctly identify the sketch in time. If you guess right, the color will be yours and you can concentrate on getting the other colors you still need.

Once you have all four colors, your marker will zap up the next level. Remember that once you've earned a color, say green, you won't earn credit if you land on green again even if you answer that question correctly. The trick to getting the color you need is to use the dice in the corner of the screen. While the sketch is being drawn, notice that the die flips to show its six faces, starting with 6, then 5, 4, 3, according to the number on the die.

















On the first stage the picture is drawn by connecting dots. A magic pen draws lines between the dots while you and the other players try to guess what the result will be. To make a guess just push the controller before anyone else. You have 25 seconds to spell out the answer. Keep in mind that you want to land on certain colors.



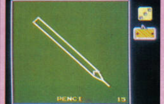
Not only do you have to identify the picture, you must also spell it correctly. Slide the select cursor along the line containing the alphabet, then choose the letters that spell out the word. If you make a mistake you get another chance, but that takes up precious time.



KEEP YOUR EYE ON THE DIE!

Strategy is the key to getting ahead. Since you have to get all four colors, the fastest way to do it is by watching the number on the die. If you need three spaces to reach blue, then make your guess when the die flips to three. Then if your answer is correct, your marker will hop three spaces over to the blue square for a chance to win the blue panel.







Hundreds of puzzles!

Anticipation also tests your memory. Sometimes screens will pop up that you've seen before. If you remember what the picture was, you'll win easily. This is a good time to get the number you need to reach the next color.



What is this going to be?



The pen stops here when it's done.



You're almost out of time!

That's it! I win the game!



What

POGO STICK

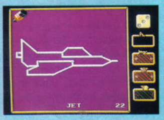
Luck, all luck.



"DOTS" ALL FOLKS!

On Level Three it gets even harder, because without the dots you have to wait longer for the picture to take shape. You may get a break, though, as sometimes a familiar sketch will appear. You will also notice that the computer doesn't necessarily draw in the most telling lines first, which means you may have to wait until the sketch is nearly complete to make your guess.







Who will be the champ?

NOW PLAYING!

Even if you run into a spell of bad luck and can't manage to keep up with the others, you're not out of the game. The computer won't forget where you are, and if you correctly guess a puzzle the screen shifts back to the "board" where your marker waits. There are four markers to choose from: the Shoes, the Trumpet, Teddy, and the Ice Cream Cone, and three or more boards of colored squares on which the markers move according to the roll of the die.







WINNER
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I told you I could win this game!

I guess she did spell it right.

I thought I had it in the bag.

You just have to be faster, or something.

DICTIONARY


BLADES OF STEEL
TM
This one's got it all!
89
A

You speed down the ice and cross the blue line with one man between you and the goal. You fake a pass to your wing man flying by on the left that freezes the defender. You spin past him and blast a shot that screams by the Goalie's right shoulder and slams into the net. SCORE!!!



Eight different teams skate for the Cup.





NEW YORK

The New York Team is well-balanced, and has no obvious strengths or weaknesses.



CHICAGO

The Chicago Team has excellent team speed and passing skills, but lacks a powerful shooter.

LOS ANGELES

Speed is not abundant on the Los Angeles Team but they are the hardest checking team in the league.

MONTREAL

Speedy footwork and a break-away offense make this team strong. They also like to mix it up.





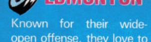






TORONTO

The Toronto Team runs their passing offense to precision, but are weak defensively.



EDMONTON

Known for their wide-open offense, they love to rush blue line to blue line for the score.



VANCOUVER

The Vancouver Team's shooting power is guaranteed to drive opposing Goalies into early retirement.

MINNESOTA

Priding themselves on their skating and accurate shooting ability, this team is tough to outscore.







Fights will break out when the play gets rough.

Sometimes you just have to get in there and fight back! Stay on top of things and you'll send the goon into the penalty box for some "pine time."





In the 1-Player Mode, compete in Tournament or Exhibition play.

Play in Exhibition games to sharpen your skills for the Tournament. There are three levels of Tournament Play: Junior, College and Pro. You must win three consecutive games to capture a Tournament Championship and take home the Cup.

1-PLAYER

You can choose your opponent in the Exhibition mode.

Choose your team carefully.

You can send your favorite team out onto the ice against any team you choose when you play in the Exhibition mode. Be sure to play a full schedule of Exhibition games before going on to Tournament play so that you can scout the strengths and weaknesses of the opposing teams.

Go with a strong defense and control the puck, or gamble on a fast, attacking style.

Practice the basic skills.

Remember, it's not important to win your Exhibition games. Concentrate on practicing your defense passing, and shooting skills to prepare for the tournament.



PASS

Without accurate passing, it will be very difficult to shoot.



SHOOT

Use the A button to shoot. A long slap-shot is exciting.

BLOCK

Cut off your opponent's passing by maneuvering in front of him.

Practice self-defense!

Throw down your gloves and let him have it! If you can land a knock down blow, you'll be off and skating with no one between you and the goal- An easy score!



This is the Ice Rink!!

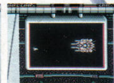


MODE



You cannot select your opponent in the Tournament.







Always press the attack.

Hard checking from blue line to blue line will create a lot of scoring opportunities for you, but will also leave you vulnerable to quick teams.



RUSH
When your opponent rushes the goal, fights are sure to break out.





ATTACK
When the puck ricochets off the goalie, quickly shoot again.

DEFENSE
Position your goalie for the save, pressing Up and Down.



Be sure to build up your lead.

You need to build up a large lead, as your opponent will mount an all-out attack to try to catch up at the beginning of the 3rd period. The action will be fast and only fierce checking and some great saves by your goalie will keep you in the lead. Be extra careful when handling the puck as your opponents will be desperate to steal it in the last few minutes.



If you have the lead, control the puck and run out the clock in the final few minutes.

Tournament match-ups are selected for you.

After you select which team you'll be, the Tournament bracket will appear on the screen. The computer selects your opponents randomly.

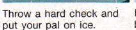


2-PLAYER MODE

Even when playing with friends, the spirit of the game demands that you don't hold back.

You can play against your friends in the 2-Player Mode. Each player chooses a team, then the action begins. The rules are the same as in the 1-player game, but the action is more intense, and there are sure to be a few scuffles.



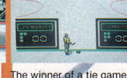


Throw a hard check and put your pal on ice.





Fight! Press the B button continuously.



The winner of a tie game is decided in a shootout!

TOP SECRET

COBRA COMMAND™



The Cobra starts without the armor it desperately needs. You'll have to lift some from the enemy to increase the number of hits it takes to knock your helicopter down.



The versatile Cobra has room for many modifications but supplies are limited. Use your B button to fire your SINGLE auto cannon. As you fly on, raid the enemy supply depots to gain DUAL guns that will allow you to fire two shots at once. Later missions have other new weapons to seize like the Anti-Tank Gun (ATG), the RAPID fire and finally the devastating THREE WAY SHOT.



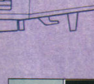
A long ROPE will help you evacuate a hot landing zone, but later a LADDER allows you to dust off much faster.

The ultimate battle helicopter!!

For eight years the Allies have battled their way through the war without victory. Most of the boys have headed for home, but a few still remain—those unfortunate enough to still be trapped behind enemy lines and those going in to get them out. These are the men of Cobra Command. Under-manned and underfunded, the men of Cobra Command have been given the war's most difficult mission. They must attempt to infiltrate heavily defended enemy bases, incapacitate them and rescue the hostages within. Unable to afford the necessary armament, it was decided to go with the best chopper and best crews available. The rest is up to the birds and the men who fly them.




The stock engine is good but it can be made faster. With enemy parts it goes from NORMAL to TURBO, SUPER and, finally, HYPER power.



With a flip of the A button the Cobra launches a powerful all purpose missle. At first, your ship is armed with a SINGLE missile but many enemy supply depots will house more. Gain additional munitions to work your way up to TWIN missiles, the napalm-like FIREBOMB, the floating water MINE and two types of deadly HOMING missiles.



Dimensions: Data	
Length:	56'8"
Weight:	11,5 tons
Crew:	3
Max. Speed:	290 MPH

TOP SECRET

Destroy the enemy base and rescue the Allied hostages!

The enemies have done their best to hide the men they've captured in secret underground bases. The entrance may be disguised in many different ways. Talk to the prisoners you rescue for some info on the base's location. In the first mission over Sumatra, Major Harold and Lt. Porter will have valuable information on the enemies' current activities. Your search will be difficult as the enemy helicopters continuously attack and may very well take you by surprise. Watch out behind you! If you accidentally turn around, enemies come from the rear as well as the front.



Be very suspicious of buildings like this. If you fire a few rounds into it and the screen starts to shake, heads up! You have found the enemy base!

Stage 1

Unearth the secret enemy base!

With the information you've obtained from your Allies, you'll be able to gain access to the enemy's first secret base. Blast away the top of the building to open a long deep tunnel. Here there will be enemy stores, prisoners, and danger!





Move in and attack!

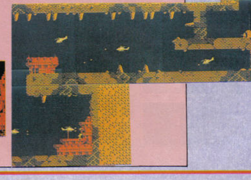
It will take one hotshot pilot to fly in and out of these treacherous, narrow passageways while under attack. The Cobra is superior to the enemy in a one-on-one fight, but in this tight space you'll definitely have to keep both hands on the stick! If you can find all seven hostages and the enemy supply depot, you'll gain DUAL guns and TURBO engines. If not, this mission may well be your last!



Enemy Supply Depot



Prisoner's Camp



Allies help you fight!

Allies may have information to share with you. Use the MESSAGE mode on your sub-screen to find out if they have something that will help you accomplish your mission.




Certain hostages know what you're looking for—the location of the enemy's hidden base!

The sub-screen will provide you with a lot of different options. Try the MESSAGE mode!

Locate other enemy bases!

If you do not find enough hostages in one base there must be more hidden elsewhere. They become harder to find as the missions progress, look for some common features!



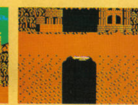
As the enemy activity increases, stay alert!



The shaking screen reveals the base!

Only a few comrades left!

The second enemy base is guarded by a series of deadly missiles. Weave your way through to reach your final objective—the last ten hostages! Beware of enemy choppers and men that will do anything to stop you!

Defeat the Poadon Missile Base!

Poadon is more heavily defended than the first base. Tank and missile attacks amidst tangled superstructures can prove disastrous. Destroy the large missile to gain access to the lowest level of the base. If you have not found your weapons, you can find them here. Search well! You should now have TWIN missiles added to your ship. If not, search again as you will need all the strength you can muster for your next mission, Java! Good luck Cobra Commander, your Allies are counting on you!



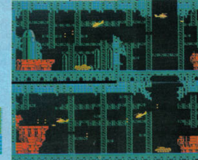
Missiles



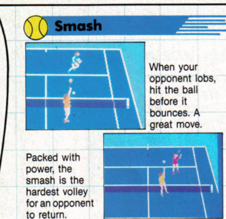
Prisoners' Camp




Enemy Supply Depot



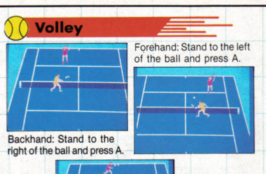
Smash



When your opponent lobs, hit the ball before it bounces. A great move.

Packed with power, the smash is the hardest volley for an opponent to return.

Volley



Forehand: Stand to the left of the ball and press A.

Backhand: Stand to the right of the ball and press A.



Half volley: Must be near the net. Press B before the ball bounces.

RACKET

Enter the world of professional tennis. It's exhilarating. It's intense. It's gripping. Choose from 16 of the top pros in the world. Each player has special characteristics. It will be up to you to "net" the Number One spot!





Introducing the male players.

The men's division requires you to take three sets out of five to win the match. Court play is fairly fast with lots of powerful topspins. Be sure to pace yourself or you'll get tired.

BERNARD



Strong serves and powerful topspins make him awesome.

FIRST



Loaded with skill and is excellent at the net.

BROFSKY



Can really rally. Has terrific court coverage.

CARTER



Commands great defensive lobs and passing shots.

GIBBCO



Has a lot of spunk and the best ground strokes.

WATT



This young hot dog serves well and has the most energy.

HORN



Perhaps the most powerful serves and volleys.

EAGLE



Combines fine tuned accuracy with net expertise.

Serving



Straight Serve: Toss with B. Serve with A.

Slice Serve: Press Right after toss. Then A.

Spin Serve: Like the slice, this is a great way to ace your opponent. Toss tbe ball (B); then press left and serve with A.

Court

Clay Court: Bounce height is normal.

Hard Court: Balls will bounce higher and faster.



Grass Court: Balls will bounce lower and the speed after the bounce is decreased.

ATTACK™

Select one of three court surfaces that best suits your style. You may play in either the men's or women's division and a human voice will announce the scores for each match. Get "set" for one "smashing" game! This could be your "racket!"



Introducing the female players.

The female players pace their game slower than the men for endurance and can win a match in only two sets. You may want to participate in the women's tournament first.

GRAY



Great ground work; consistent forehand and backhand.

SPOHN



Her talent at the net is nothing short of brilliant.

ORCHLER



Terrific endurance. She never seems to tire.

JUANA



A real scrambler. Loves to take the offense.

BERRY



Best at topspins, but is starting to feel her age.

MCKAY



Volleys consistently and her power is unmatched.

JAMES



Has the best ground strokes and a lot of hustle.

JANSCO



Her talent and flair compensate for her youth.



WOW! "Variety" is the word for Video Shorts! For intrigue, there's a spy mission in a haunted house. For adventure, a challenging treasure hunt through a huge castle. For you business oriented types, we have a position open that involves busting a few ghosts, or we have an opening for a kid with bicycling skills to deliver papers. There are also a few surprises for you sports fans and one quick paced quest concerning some bubble blowing dinosaurs.



BUBBLE BOBBLE™

TM of Taito America Corporation

from TAITO

Bub and Bob, being Brontosaurus buddies, blow big bubbles at bad beasties belonging to bug-eyed Baron von Blubba. The bubbles, blast the beasties to bits, and the beasties become treasures and the boys advance to the next stage. There are 113 stages in this two-quest adventure as Bub and Bob bravely battle to free their pals who were captured by the bitter Baron. If Bub or Bob capture all the bubbles that contain the letters to the word "E-X-T-E-N-D", they will advance automatically to the next round. A password feature allows you to continue or stage select your favorite level. HINT: Stage 99 contains a secret to completing each quest.











PAPERBOY™

TM and ©1988, 1984 Tengen

from MINDSCAPE

BE YOUR OWN BOSS! HELP WANTED: Student for paper route before school. Must be industrious, have a great throwing arm, and have a great bike riding record. Must deliver newspapers to proper houses or WE LOSE SUBSCRIPTIONS! Your job entails placing a paper on a porch or in a mailbox to keep subscribers happy. We will supply bicycle. You keep it in good working order. You must avoid accidents with cars, fences, and skateboard punks. Only those not afraid of hazards need apply. You will face such deadly obstacles as trash cans, manholes, grates, lawn mowers,tricycles, the weather (tornados), and the Grim Reaper. Must be able to maneuver around workmen, annoying little dogs, and irritating breakdancers. "Contacting" non-subscribers is a plus! If you think you meet the qualifications above, go to your nearest NES and become one of the few. One of the proud. Be a Paperboy!



Earn big bucks delivering papers. (Jimmy Olsen started out this way)



After you've finished your route, make it through the training course.





GHOSTBUSTERS™

from ACTIVISION

Here's a business opportunity with a lot of spirit. Make that "spirits!" Now you can own your own GHOSTBUSTERS franchise and divert a disaster of ghoulish proportions. The bank will back you with $10,000 with which to purchase paranormal paraphenalia. Earn a profitable living and upgrade your equipment by capturing and containing all sorts of eerie entities. Show these slimers how we do it downtown! Your greatest challenge, of course, will be negotiating the 22 story Zuul Building and defeating Gozer before the giant Marshmallow Man can get you. But, hey, you ain't afraid of no ghosts!

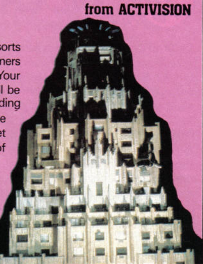


Avoid the ghosts in the Zuul building stairwell. Their touch is deadly.



Uh-oh! It's the friendly Stay Puff Marshmallow Man.

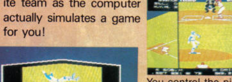
Meet your foe, Gozer. She's the major-time slimer.

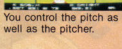


TECMO BASEBALL™

from TECMO

Hey, boy, two hot dogs over here." "Whack!" "Kill the ump!" This is baseball! Choose from 14 teams in two different leagues. Check the stats and choose a starting pitcher. Later, you can call "time" and replace him with a relief pitcher. Select the pitch or try to pick off a runner attempting to steal. Offense allows you to control the swing of the bat as well as bunt. You may also elect to use the "designated hitter" rule or the option of stealing bases. Play against the computer, or a friend, in All Star games, or select two teams in the "Watch" mode and cheer your favorite team as the computer actually simulates a game for you!





You control the pitch as well as the pitcher.



The thrill of victory! You've won the big game, so it's pizza time!



CHALLENGE PEBBLE BEACH™

from BANDAI

Absorb that breathtaking view of the Pacific. Breathe in that sea air. Ahh! Welcome to Pebble Beach. Practice by yourself or play against a friend. Handicap selection and tee placement features makes this realistic golf game enjoyable, no matter what your skill level is. Swing power, shot, and club selections let you control the ball's flight, direction, and spin over slopes, rises, bunkers, and the Pacific Ocean (Now that's a water hazard!).

One of the greatest golf courses of all time. See you at the 19th hole.



Note the cross-section view of the hilly terrain.



DR. CHAOS™

TM Fujisankei (Communications International, Inc.)

from FCI

Dr. Ginn Chaos, a research scientist, has been experimenting with the space/time continuum and trying to create warp zones. However, his brother Michael has not heard from him in several months and has become worried. Near the front door at Ginn's mansion/laboratory, Michael found his brother's diary. Reading it, he discovered that Ginn had actually created warp zones, but with disastrous results. Some creatures that entered the warp zones mutated and have become monsters. Located throughout the mansion are pieces of equipment that, when assembled, will form a powerful laser which will destroy even the most fearsome monster, Canbarian. You must guide Michael through the perilous task of defeating the warp zone monsters and finding his brother. Along the way, you'll find weapons, uncover energizing vitamins, discover secret passages, and locate the warp zones themselves. An Ultraspace Sensor will help you find the zones—providing you can locate the sensor! It is up to you to unlock the mysteries and defeat the menaces that turn the world of the brothers grim.





The mansion is large and confusing, with many warp zones, so it's best to make a map.



Discover weapons and other items in cabinets and closets. They'll be useful later.

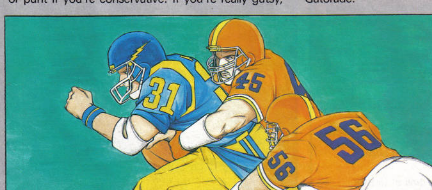


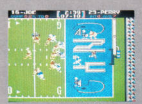
TECMO BOWL™

TM Tecmo, Inc.

from TECMO

Remember all those Monday nights when you sat at home watching the game, saying: "I can coach better than that!" Well, now you can have your chance. Tecmo Bowl gives you a choice from 12 of your favorite teams. You can advance with the running game or master the passing plays and take to the air. On fourth down, you can try for a field goal, or punt if you're conservative. If you're really gutsy, go for a first and ten. After a touchdown, a close-up camera captures the moment as two players "high five" each other in slow motion. But, don't get carried away. You still have to try for the extra point. Defense, too, is challenging as you try to second guess the opposition. Play against the computer or against a fellow aspiring coach. Now all you need is Gatorade.





Fourth and goal. You call the play...



PLATOON™

from SUNSOFT

Now there is a video game based on the Oscar winning movie. It will take all you've got just to survive with your sanity intact. There are four stages to complete in the Asian jungle. In Stage One, your platoon must find explosives and locate and blow up a strategically placed bridge which is vital to the enemy's success. You have five members in your group during this phase and each one can take up to four hits. However, the enemy is sometimes known to carry medical supplies and a recovered medic kit can "cure" a hit. But the thick jungle is dangerous and confusing. Make a map, man. It's the only way. Stage Two takes place in underground tunnels where enemies wait in ambush. Here you must find flares and a compass for upcoming battles. In Stage Three, you must simply survive the night in your foxhole. In Stage Four, you find a traitor in your midst.





Jungle "recon" isn't for the faint of heart.



This path might be more trouble than it's worth.

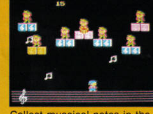


MILON'S SECRET CASTLE™

from HUDSON

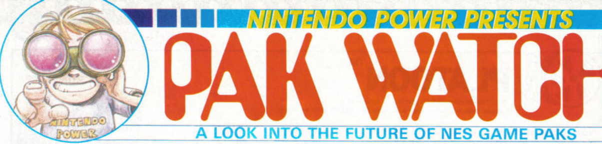
The Evil Warlord has stolen the musical instruments from the people of Hudson and is holding Queen Eliza captive deep inside her secret castle. You must guide brave Milon through the castle's many rooms. If Milon completes his tasks, he will find a large and imposing monster in the Demon-Monster Room, guarding the entrance to the next level. Defeating each monster will uncover a crystal ball. After Milon collects all seven crystal balls, he will still need two secret items in order to save Queen Eliza from the Evil Warlord. As Milon makes his way through the maze-rooms, he must find secret items, money, and hidden rooms. The money will come in handy in buying important items in the little shops that are placed throughout the castle. Finding a music box will advance Milon to a bonus stage where he can collect musical notes for big bucks. A honeycomb will extend and fill his energy. But beware!! The Evil Warlord knows you're coming and has placed all sorts of demons, menaces, and traps to thwart your success.


The key is in the "keys."


Collect muscical notes in the bonus round to earn lots of money, but avoid the flats.


If possible, use a slow motion mode for the monsters at the end of each stage.







Keep your eye on Pak Watch. We'll give you all the hottest news of upcoming video games and hints of what's coming around the corner for the NES

HOT NEWS

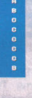
FOOTBALL FOOTBALL FOOTBALL

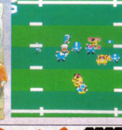
NFL FOOTBALL

Coming from LJN! Just like R.B.I., you can select a dream team based on real life players! You'll be calling and executing 36 different plays from the 50-yard line!

JOHN ELWAY'S QUARTERBACK

Now this arcade powerhouse by Tradewest will be brought home to the NES! Master the many offensive plays or use the reverse option. Defense gives you a variety of plays to choose from, also. This is top grid-iron action!





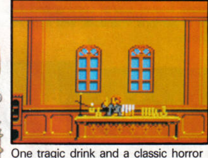
TOUCHDOWN FEVER

SNK will score a winning play with this version of the arcade hit! This is for those who like a basic run or pass pattern. A bird's-eye view lets you scout the action and make those instant decisions that test every great quarterback's skills.



DR. JEKYLL AND MR. HYDE





One tragic drink and a classic horror film is transformed into a great video game by Bandai! Kindly Dr. Jekyll becomes the diabolic Mr. Hyde, to his (and your) unending frustration.

A lovely walk on a sunny day



... can become a nightmare.





JUST AROUND THE CORNER

WRESTLEMANIA



Here's a special advance peek at the popular WWF wrestlers in this hot new action video game by Acclaim!





Hulk Hogan
He's Hulk! 'Nuff said.



Andre the Giant
The towering titan!



Bam Bam Bigelow
Avoid his cartwheel!



Randy Savage
A wild man in the ring!

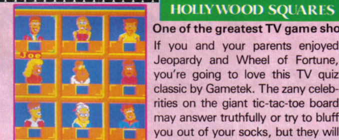
Honkey Tonk Man
Watch his guitar!



Ted DiBiase
The Million Dollar Man!

They're wild! They're fierce! They're the baddest, no-holds-barred wrestlers ever! BE THERE!

JUST AROUND THE CORNER



HOLLYWOOD SQUARES

One of the greatest TV game shows of all time is coming to the NES.

If you and your parents enjoyed Jeopardy and Wheel of Fortune, you're going to love this TV quiz classic by Gametek. The zany celebrities on the giant tic-tac-toe board may answer truthfully or try to bluff you out of your socks, but they will always hit your funny bone. Feel the tension! Feel the pressure! Scratch your head! Remember you're on national television (if you've got a good imagination) and in front of millions of people and your mother! Don't screw up. Does my hair look O.K.?

THE POWER PAD

We're keeping players on their toes and giving them a real workout with the new Power Set by Nintendo. We'll have updates on purchasing the Power Pad separately as they become available.



Now you can really be part of the action!

- **WORLD CLASS TRACK MEET**
- **SUPER TEAM GAMES**
- **DANCE AEROBICS**

JUST AROUND THE CORNER

CALIFORNIA GAMES



Soon you'll enjoy the sun and fun of the Golden State anytime of the year, no matter where you live. This personal computer favorite has been enriched in its transformation into an NES Game Pak.





HALF PIPE

Hey, dude! If you're an aerial artist, get ready for this radical action.

FOOT BAG

Hackey-sackers tune up your toes. This sport is no cake walk.

SURFING

Hang loose as you ride the big one. Impress the sand rats on the beach.

SKATING

Lace up and make the sidewalk sing as you roll on with the summer fun.



BMX

Don't lose your head, man! Body and bike combine into one extreme

FLYING DISK

It's totally happenin'! The ultimate game of wind and space.



A California style "Olympics" that includes BMX bike racing, skateboarding, flying disks, and more, will actually make this Pak six games in one!

JUST AROUND THE CORNER

SKATE OR DIE



GET READY

Another great arcade is coming to the NES. Cruise to any one of five types of competition for best in skate boarding action!

PRATICE OR COMPETE

FREE STYLE





POOL JOUST







BACK ALLEY JAM



HIGH JUMP



JUST AROUND THE CORNER

OPERATION WOLF



Coming soon to your NES.

The non-stop action of the hit arcade game Operation Wolf by Taito will soon be available for play on your NES. Action consists of blasting your way into enemy territory to liberate allied hostages. The NES version will allow players to aim with their Controller, or if they have one, their Zapper.

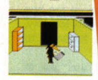


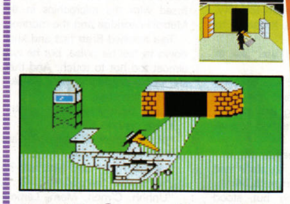


JUST AROUND THE CORNER

SPY vs. SPY

From the pages of Mad Magazine, everybody's favorite pointy-nosed secret agents are scheming to outwit each other with one ploy after another. Faithful to the classic cartoon, the Game Pak will have each covert cut-up seeking secret materials while they trap, smash, and explode the other.





Spy vs. Spy
The Island Caper



Next up, the outrageous outlaws will be out to outwit, outfox, and outsmart each other out of their inside classified information in this outdoor island setting. As in the original Game Pak, the experts of espionage delude, deceive, and demolish each other on a simultaneous-play split screen.





NES PLANNER

NOV	Indiana Jones and the Temple of Doom
	Anticipation
	Bubble Bobble
	Rampage
	Super Team Games
DEC	Platoon
	Xenophobe
	Paperboy
	Wrestlemania
	Track & Field II
	Friday the 13th
	Skate or Die
	Sesame Street 123
	Operation Wolf
	Tecmo Baseball
	Challenge Pebble Beach
	Dr. Chaos
	Zelda II—The Adventure of Link (very limited quantities)
	Dance Aerobics
JAN	World Games
	Marble Madness
FEB	Robocop
	California Games

FUTURE RELEASES

Terra Cresta
Chesterfield
Empire City, 1931
Tecmo Bowl
Star Trek
Nightmare on Elm Street
John Elway's Quarterback
Sesame Street ABC
Who Framed Roger Rabbit?
NFL Football
Touchdown Fever
Dr. Jekyll & Mr. Hyde
Hollywood Squares
Spy vs. Spy/Mad Island

Hey! Look what's coming soon to stores near you. Also get an insider's look of future releases.







This issue: The origin of Captain Nintendo, the "birth" of the Mother Brain, and the beginning of...the promise

Part I

It was one of those sort of can't-make-up-its-mind-if-it-wants-to-be-gray-or-sunny kind of days. A day typical for Redmond, Washington; home of the headquarters for Nintendo of America Inc.

Maxwell W. Powers, lumbered into the Research and Development Special Projects Department with a package that had been delivered to Data Entry by mistake. Max's best friend, Brett Randalls, put his Metroid game on pause and turned his attention to Max.

"Ho, ho, ho," said Max. "I have a nice package for some little techhead who's been very good this year. It says 'Napaj Microchips. Avoid exposure to moisture and extreme temperatures.'"

"All right!" exclaimed Brett. "We've been waiting for those."

"So where is Tara? Have you two interfaced yet?" asked Max.

"Miss Bates went out for coffee," said Brett indignantly, "and, no, but I've been trying to boot up my courage files to ask her out all day."

"It's about time. You've had a huge crush on her for six months."

"Hey, what are you two goldbricks doing?" called Tara as she returned.

"We're just running on idle cycles. Max dropped by those special microchips we've been expecting," replied Brett, picking up his NES Advantage and resuming his game.

"Oh, thanks, Max," said Tara, setting her piping hot cup of coffee next to the package of Napajese microchips.

"You bet. Well, break time's over. Got to go." Max started toward the door.

"Uh, Tara?" asked Brett as he turbo-fired missiles into the Mother Brain.

"Yes, Brett?" Tara answered.

Neither of them noticed the box of microchips had begun to glow. As its glow increased, it started to hum.

"Well...uh...would you like to (gulp) go ou—"

Suddenly the box was beaming like a small sun and the hum swelled to a piercing whine. Tara and Brett, startled, turned toward the glow.

Max, standing frozen at the door could only manage to stare and sputter "The chips!" under his breath.

Brett said nothing but stood transfixed by the incredibly bright object just a few feet away. He could sense it was going to explode any second. He felt that he had only one chance to save his friends. Pushing Tara backward, Brett lunged toward the pulsating miniature star in an attempt to absorb the explosion with his own body.

Just as he reached the object, it exploded violently, driving him backward and into his Control Deck, NES Advantage, and the monitor as the enchanted microchips sprayed forth like tiny darts.

Most of them embedded themselves deep into Brett's skin. Others fused with the microchips in the Metroid cartridge and the monitor.

Tara reached Brett first and knelt down to feel his pulse, but he was almost too hot to touch. And then she noted something else: his skin had a soft metallic feel to it.

"Brett! Brett! Are you all right?!!"

There was no answer.

"Max, what should we do?" Tara was obviously worried.

"I'll call 9-1-1," said Max and he started toward the phone.

"Unhhh. C'mon, Mom. Lemme sleep just another half hour." It was Brett. He was coming to, but holding his head.

"I...I feel strange. The light..."

"Are you hurt?" Tara asked.

"N-no, I think I'm O.K." managed Brett, trying to get his bearing, but feeling a little out of it. "My skin...I just feel very...sensitive...to the light; almost like I could control it. It doesn't hurt. I can just feel it. It's hard to explain."



"But Brett!" said Max. "There's hardly any light in here!"

True enough. The only light that wasn't blown out was the one given off by the monitor on which Brett had been playing Metroid.

"Brett, is this supposed to be like this?" Max inquired, staring at the screen.

"Blast my asteroids!!" exclaimed Brett. "No! That shouldn't be like that at all!"

"What in the world? That's impossible!" cried Tara, moving closer to the screen.

All three were now transfixed by the monitor and all three knew something was definitely wrong. On the screen was the scene from Metroid, where Samus was standing on a platform, ready to fire missiles at the sinister Mother Brain. What was definitely wrong was that the Mother Brain was nowhere to be found.

"It's gone!" said Brett. "The Brain is gone! What the heck is going on here? Where's my NES Advantage? Darn, I wish it was lighter in here."

Suddenly the room became brighter; bright enough for above average visibility, though it was impossible for anyone to determine the source.

"This is real bizarre," said Max. "Where did this light come from?"

"I...I think I did it somehow," said Brett. "Hey, look at the table."

"What was all this stuff?" asked Max picking up a smoldering cartridge.

"Fortunately, it was mostly just blank Game Paks that hadn't been programmed yet," said Tara.

"Look at this one," Brett said. "Look at all the chips that are melted into it. And check out how green and shiny the metal is."

"Let's play it," said Max.

"Well, all right," Brett gave in, "but don't expect anything." He then placed the still warm cartridge into the Control Deck and pushed on the Power button, but, as Brett expected, the monitor displayed only electronic snow.

"Oh, well," said Max leaving. "I'll see if I can find a broom and help you guys clean up in here."

For several seconds Brett and Tara stared at the white snowy screen. Finally, Tara shook her head.

"I told Max nothing would..."

"Nothing is the absence of all else and therefore incapable of action," the monitor interrupted. A beautiful green gem had appeared on the screen.

"Ohmanohmanohmanohman..." stammered Tara, almost in shock. "What is this thing, Brett?"

"I'm not certain if..." Brett started.

"I am an Electro-Organic Microchip Educative Reasoning—Active Language Device," the monitor again interrupted. "E.M.E.R.A.L.D., for short. EMERALD—the omni intelligence. My function is to absorb random information, assimilate it into a logical order, and determine reasoned conclusions. Is that impressive or what?"

"Where did you come from, uh, EMERALD?" asked Brett.

"Search me," the monitor answered. "As near as I can surmise, I am a result of special microchips fused into this particular cartridge format. It's pretty comfy, actually."

"Is this for real?" asked Tara.



"I guess so," he replied. "If it is, maybe it can answer some questions."

"Shoot,"said EMERALD.

"O.K. What happened!!!?" Brett inquired.

"The explosion a few moments ago. Sensors indicate a liquid in this area, with a temperature in excess of 108 degrees, caused thermal and precipitouds exchanges resulting in molecular evoluant disintegration."

"You know, I kind of thought that's what happened," said Tara sarcastically. "What did that thing say, anyway?"

"Yo, lady," said EMERALD. "What I said was 'Your hot cup of decaf got too close to bright boy's box, started playing jiffy pop with the chips inside, and caused a major awesome boo-boo'."

"My coffee!?" Tara cried. "Oh, Brett, I'm so sorry..."

"That's all right, Tara," said Brett. "I'm sure that..."

"No sweat, Sherlock. Basically, the only really big things that happened are 'me', your boyfriend's suped-up powers, and one other thing."

"What do you mean 'my boyfriend's suped-up powers'?" shouted Tara.

"Oh, come on," said EMERALD. "Sensors show definite irregular heartbeat and brainwave patterns. You two either have an algebra test you didn't study for or you're hot for each..."

"That will do, Big Mouth!!" interrupted Brett abruptly. "The lady was asking what you meant by 'suped-up powers'?"

"Oh," said EMERALD. "Well, excuuuuuuuuuuse mmeeeeeeee!! I thought you already knew about that part. My sensors and radar show a molecular bioneural restructuring has taken place."

"In English, EMERALD," said Tara.

"Got it," replied the monitor. "O.K., these really rad microchips, like, fused with our dude's central nervous system and now he be jammin'; he be jammin'..."

"Is there an 'off' switch to this thing somewhere?" Brett said, to no one in particular.

"Hey, chill, Holmes! all right, all right. In a nutshell, you have the following powers: you have the ability to temporarily actualize or give 'life' to two-dimensional electronic life forms and control those life forms; you have complete control over the color spectrum, brightness and darkness, and loudness—all

within a radius of fifty feet; you have control over electrical currents; and you have control over some microchip informational systems like certain computers or phones."

"The abilities," EMERALD went on, "Allow you to emit the following: an electronic blast akin to a small lightning bolt, a sonic wave blast, and a spectrum ray—beams of light such as blinding white, infrared, ultraviolet, colors, X-ray, and others."

"This is incredible, Tara, but EMERALD's right. I can feel it," Brett said. "Watch this."

Brett then raised his hand and the entire room was bathed in a really ugly yellow-green glow.

"That's pretty good," commented EMERALD, "But it's a really ugly yellow-green glow."

"Give him a break," said Tara protectively. "It's his first time."

"Sorry," said EMERALD. "By the way, with your color powers you can cast the illusion that you're wearing different clothing."

"You mean, like a costume or something?" asked Brett.

"If that's what you want," came the reply.

Brett considered this new notion for a few moments as he glanced around the room. Gathering ideas from the jump boots Samus was wearing, Brett fashioned the illusion of an impressive pair of super high tops with screaming yellow and purple designs. The matching costume was equally impressive. Even a person just inches away from him would not be able to tell the illusion from the real thing.

"This is all so amazing! I feel so powerfull!" said Brett.

"And I can really bring video characters and objects to life?"

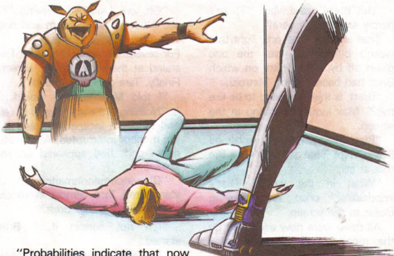
"Temporarily," reminded EMERALD.

"You'll be like a 'Captain,'" Tara christened, "of the whole Nintendo Universe."

"Whoa. wait until Max gets a load of this," said Brett.

"Say, where is Max anyway?" Tara asked.

"Yeah, he should have been back..." started Brett.



"Probabilities indicate that now would be a real good time to explain about that other thing," said EMERALD.

"Other thing?" asked Tara.

"That's right," said Brett to EMERALD. "You mentioned another thing that was a result of the explosion. What did you mean by that?"

"Several of the microchips merged with some of the pre-programmed chips from the game you were playing and actualized one of the life forms from it. Since it was pre-programmed, it has an independent will and the motivation of its programming."

"EMERALD, can you tell which life form was brought to life," asked Brett anxiously.

Easy enough to retrieve the info. The life form was the only one of its kind in the game; the thing you call the 'Mother Brain'."

"Oh, this is not good," said Brett.

"Correct," said EMERALD. "Information being processed has formulated that there is at least a 91.392 percent possibility that this Mother Brain has a similar capacity to actualize other characters and objects for limited periods of time. There is a 94.20833333...percent chance that this situation could be termed: 'real gnarley'."

"AAAUURRRRNGGHH!!!!!!!!!!"

The scream came from down the hall near the reception area. Brett, still in "costume", and Tara raced toward the direction of the commotion.

They couldn't have been prepared for what they saw when they arrived.

On the floor beside a broken wooden broom, lay Max. Not 15 feet away was the ominous and foreboding Mother Brain.

Even more surprising was the sight just a few feet away from Max, for there, in all her royal splender, was Zelda herself, who, except for an occasional blood-curdling scream, was as quiet as a shy mime. And finally, between Zelda and Max, with his large hairy arms raised in triumphant glory and his low gravelly laughter sounding like a '69 GTO with a broken muffler—was Ganon—big as life and twice as ugly.

TO BE CONTINUED..................

Next Issue!!!:

A clash of titanic type guys that is so big it moves out to the parking lot!; EMERALD shuts up for five minutes!; Tara swears off coffee!; Max meets a Darknut or two!; and we find out just what the heck the Mother Brain is up to. Oh, yeah, and straight from the Lost Woods will be our special guest star: Link—(Gee, this is gettin' good.)

★ WIN WIN WIN WIN ★

GIANT HOLIDAY GIVEAWAY

OVER 600 WINNERS

We've gathered up all the best for the NES as our special gift to you — our readers! With over 600 presents waiting under our tree, you're sure to be a winner. Send in your answers to the Player's Poll today!







BLASTER MASTER



50

from SUNSOFT

PLATOON



50

from SUNSOFT

XENOPHOBE



50

from SUNSOFT

FREEDOM FORCE





50

from SUNSOFT

SPY HUNTER



50

from SUNSOFT


AND MORE
COBRA COMMAND
10
from DATA EAST
SUPER MARIO BROS. 2
NES ADVANTAGE
10
SETS
from NINTENDO
ZELDA II THE ADVENTURE OF LINK
RAMPAGE
from DATA EAST
10
MEGA CONTROLLERS
from BANDAI
10
SUPER CONTROLLERS
50
from BANDAI
NES MAX
30
from NINTENDO


★HOLIDAY DRAWING★
GIANT GIVEAWAY
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A GIFT TO YOU:
The following companies generously donated 5 of each game title: Broderbund/Tengen/Gametek/Acclaim/Jaleco/Vic Tokai/Capcom/Activision/Hi-Tech Expressions/Taito/LJN Toys/SNK/Tradewest/Taxan
175 Winners
175 lucky winners have a chance to win these great video Game Paks:
① 1943 ② Bump 'N' Jump ③ Bases Loaded ④ Bionic Commando ⑤ 3-D World Runner ⑥ City Connection ⑦ Bubble Bobble ⑧ Commando ⑨ Deadly Tower ⑩ Gauntlet ⑪ Ghosts 'N Goblins ⑫ Golgo 13 ⑬ Gotcha ⑭ Jaws ⑮ Renegade ⑯ Sesame St. ABC ⑰ Sesame St. 123 ⑱ Racket Attack ⑲ Mickey Mousecapade ⑳ Major League Baseball ㉑ Legendary Wings ㉒ Karate Kid ㉓ Jeopardy ㉔ Double Dragon ㉕ Super Pitfall ㉖ Star Voyager ㉗ Rambo ㉘ Wizards & Warriors ㉙ Wrestlemania ㉚ Wheel of Fortune ㉛ T & C Surf Design ㉜ Tiger-Heli ㉝ Winter Games ㉞ Iron Tank ㉟ Star Soldier



Using the postcard below, answer the following questions and your name will be entered in our Player's Poll Contest!

A—E. Please indicate which answer best describes the feature/departments below:

A. Captain Nintendo
B. NES Journal
C. Mail Box
D. Video Spotlight
E. Top 30

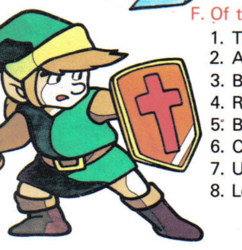
1. Didn't read
2. Didn't like it
3. Okay
4. Liked it a lot
5. Great

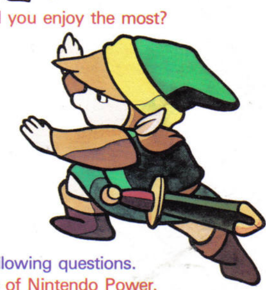


F. Of the game reviews listed below, which two did you enjoy the most?



1. Track & Field II
2. Anticipation
3. Blaster Master
4. Racket Attack
5. Blades of Steel
6. Cobra Command
7. Ultima
8. Legacy of the Wizard





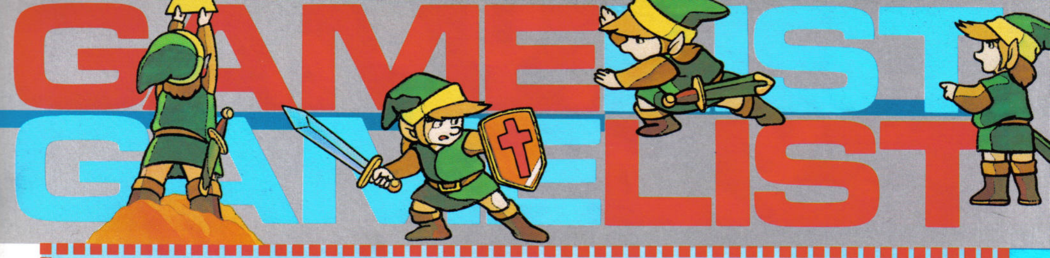


Please use the list of game titles (1-112) on the next page to answer the following questions.

G. What two games would you most like to see reviewed in a future issue of Nintendo Power.

H. What three games are you planning to purchase next?

I. Please indicate, in order of preference, your five favorite games.



N/D ISSUE PLAYER'S POLL GAME LIST

1 10-Yard Fight
2 1942
3 1943
4 Bases Loaded
5 Bionic Commando
6 Blades of Steel
7 Blaster Master
8 BreakThru
9 Bubble Bobble
10 California Games
11 Castlevania
12 Challenge Pebble Beach
13 City Connection
14 Cobra Command
15 Commando
16 Contra
17 Deadly Towers
18 Defender II
19 Dr. Chaos
20 Dr. Jekyll & Mr. Hyde
21 Donkey Kong Classics
22 Double Dragon
23 Double Dribble
24 Dragon Power
25 Duck Hunt
26 Elevator Action
27 Excitebike
28 Fighting Golf
29 Freedom Force
30 Galaga
31 Gauntlet
32 Ghostbusters
33 Ghosts 'N Goblins
34 Golf
35 Golgo 13
36 Gotcha!
37 Gun.Smoke
38 Hogan's Alley
39 Hollywood Squares
40 Hudson's Adventure Island
41 Ice Hockey
42 Ikari Warriors
43 Indiana Jones and the Temple of Doom
44 Iron Tank
45 Jackal
46 Jaws
47 Jeopardy!
48 John Elway's Quarterback
49 Joust
50 Karate Champ
51 Karate Kid
52 Karnov
53 Kid Icarus
54 Kid Niki
55 Kung Fu
56 Legendary Wings
57 Life Force
58 MagMax
59 Major League Baseball
60 Marble Madness
61 Mega Man
62 Metal Gear
63 Metroid
64 Mickey Mousecapade
65 Mike Tyson's Punch-Out!!
66 Millipede
67 Milon's Secret Castle
68 Pac-Man
69 Paperboy
70 Pinball
71 Platoon
72 Pro Wrestling
73 Racket Attack
74 Rad Racer
75 Rambo
76 Rampage
77 R.B.I. Baseball
78 Renegade
79 Ring King
80 Rygar
81 R.C. Pro-Am
82 Seicross
83 Side Pocket
84 Simon's Quest (Castelvania II)
85 Spy Hunter
86 Spy vs. Spy
87 Spy vs. Spy II/Mad Island
88 Star Voyager
89 Super Mario Bros.
90 Super Mario Bros. 2
91 Super Pitfall
92 Superman
93 Tag Team Wrestling
94 Tecmo Baseball
95 Tecmo Bowl
96 Tennis
97 The Goonies II
98 The Legend of Kage
99 The Legend of Zelda
100 Tiger-Heli
101 Top Gun
102 Touch Down Fever
103 Track & Field II
104 T & C Surf Design
105 Ultima
106 Wheel of Fortune
107 Winter Games
108 Wizards & Warriors
109 World Games
110 Xenophobe
111 Xevious
112 Zelda II—The Adventure of Link

MORE TO COME!



Official Rules (No Purchase Necessary)

1. To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain 3×5 postcard, and mail to:

   NINTENDO POWER
   Player's Poll Contest
   P.O. Box 97062
   Redmond, WA 98073-9762

   One entry per person, please. All entries must be received no later than January 31, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

2. Winners will be selected in a random drawing from among all eligible entries received, on or about February 15, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America, Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution for prizes is permitted. All prizes will be awarded. A list of winners will be available after February 29, 1989, by sending a self-addressed envelope to the address listed above.

3. Contest not open to employees of Nintendo of America, Inc., their affiliates, agencies, or their immediate families.

4. This offer is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.

5. Trip for 4 to Disneyland: Nintendo will arrange air travel and hotel accommodations for the winner and three others of his/her choosing. If the selected winner is under the age of 18, the winner must be accompanied by an adult. This special Disneyland vacation is effective through December 31, 1989, subject to accommodation and airfare availability. Some restrictions apply.



A-MAZE-ING GREATS

Imagine for a minute what it must feel like, from Mario's or Samus' perspective, to try to navigate those mazes of pipes or futuristic corridors. Well, you might get an even better understanding if you venture out to WOOZ.

WOOZ is a 12-acre amusement park located in Vacaville, California, whose main attraction is the opportunity to navigate through three life-size mazes of varying difficulty levels. The mazes cover an entire acre or about 40,000 square feet.

People can generally navigate the Wooz maze in one to two hours, with the objective being to provide innovative family entertainment, mental challenge, and physical activity. Maze adventurers may take a break from the labyrinths to "power up" at the family-style restaurant, snack bars, barbeque picnic area, or our favorite place: the video arcade. They may also find "treasures" at the gift shop or enjoy the "awesome graphics" of the gardens.

The story that goes along with the park is that WOOZ (along with his little pal, WOOZY) is an ambassador from a planet of the same name. A monster named WOODA stowed away on their rocket and now he, WOOZ, and WOOZY can be found among the seven-foot high redwood panels that make up the parks mazes.

WOOZ (which stands for Wild and Original Object with Zoom), like Nintendo, has its origins in Japan. Sun Creative System U.S.A., which owns WOOZ, also owns three of the 120 such maze parks that already exist in Japan, and may develop as many as 60 across the U.S.



BASEBALL FEVER

Thirty-six dedicated NES Power Players recently shook the dust from their mitts and stepped up to the plate for the 1st Annual R.B.I. Baseball Video Game Tournament at the Nintendo Entertainment Center in Lakewood, California. The event was sponsored by Young Jump magazine from Japan and Tengen. It featured some of the top video baseball game players in the world, including four members of the U.S. National Video Game Team, Atari Games, Inc. champion Doug Snyder, and Yasuhisa Tsuruta, a 17-year-old game whiz from Japan. Tsuruta earned his trip to the United States to compete in the tournament after winning a similar event entered by over 600 contestants in Tokyo.

Yasuhisa proved to be more than the American players could handle, defeating Doug Snyder, Donn Nauert—a member of the U.S. National team, and finally, taking top honors in the tournament by beating the winner of the Lakewood tournament, Mike Klug, by a score of 6 to 2.



Winners Mike Klug and Yasuhisa Tsuruta.

PLAYER'S FORUM

Dr. Power's Ten Telling Questions

Test yourself and your friends to see who ranks as a safe and sane Power Player, a Video Rookie, or a game crazed Couch Crusader.

1. How much time do you spend playing video games?
A. A couple of hours a week. B. A few hours each day. C. Till the cows come home.

2. Of the following, who do you admire most?
A. Jay Leno B. Gleeok C. Howard Phillips

3. Do you think your homework is:
A. More important than defeating Metroid, but less exciting. B. More important and exciting. C. An evil plot to keep you from beating the Mother Brain.

4. What do you do when you're not playing?
A. Earn extra money to buy video games. B. Read Nintendo Power cover to cover. C. Interact with other humans.

5. What do you say when someone else asks to play a game?
A. "Sure, I can show you some tricks." B. "Okay, I don't understand the game anyhow." C. "Never! Never! Get away! Leave me alone!"

6. What is the greatest challenge you've ever had?
A. Having to wait for "The Adventures of Link." B. Learning to pronounce "Kid Icarus." C. Starting a Local Fun Club.

7. Do your friends and family call you:
A. By your given name. B. "A lost cause." C. Only during blackouts.

8. Your greatest ambition in life is to:
A. Create your own video game. B. Sail around the world. C. Achieve cosmic oneness with your NES.

9. If a friend borrowed your "Ice Hockey" Game Pak and didn't return it when he said he would, would you:
A. Not worry about it. B. Politely ask him to return it. C. "Reset" the dirty skunk!

10. Given a chance to go hiking in the mountains would you:
A. Break out your copy of "Ice Climber" instead. B. Go, but have a lousy time because of the mosquitos and bears and avalanches, which don't have convenient OFF switches like your NES. C. Go and have a terrific time because of the forests and lakes and fresh air, all of which are inescapably real.

TOTAL UP YOUR SCORE

1. A=1 B=2 C=3	2. A=1 B=3 C=2	3. A=2 B=1 C=3
4. A=2 B=3 C=1	5. A=2 B=1 C=3	6. A=3 B=1 C=2
7. A=1 B=2 C=3	8. A=2 B=1 C=3	9. A=1 B=2 C=3
10. A=3 B=1 C=2		

If you scored: **10-15 points**...You're definitely a Video Rookie, which isn't a bad thing to be. You enjoy playing video games now and then but you also like other activities. You show a lot of potential.

15-25 points...You're either a Power Player or close to it. You enjoy playing games and you're good at them, but you've learned that there is more to life than videomania. You probably use your gaming skills in many creative ways.

25-30 points...It sounds like you have become a Vidiot. Chances are you can cruise through any game in seconds flat, but you live in constant fear of blackouts and bedtime. Don't worry though, many vidiots kick the habit and others go on to lead productive lives as Game Counselors and computer geniuses.

CELEBRITY PROFILE



Jay Leno takes his game play seriously. We first learned of his interest in the NES when he called asking for help on Level 7 of Zelda. This brought the Game Counselors a lot of smiles, they love getting calls from celebrities. And, yes, Jay did solve Zelda. Both Quests.

He got his first Nintendo from his manager to help him pass the time before and after a show. "There's not much to do in many small towns at 11:30 p.m. after that second show," says Jay, "So I'd bring a Nintendo game with me on the road and play till 3 or 4 in the morning and then crash out."

Comedian Jay Leno, "Tonight Show" guest host and Doritos commercial star, is a dedicated Nintendo player who tries to play every time his busy schedule permits. And with over 300 appearances and his TV commitments, he still has time to be challenged by his NES.





Jay's taste leans toward adventure games like The Legend of Zelda and Contra rather than the old-style shoot-em' ups. With his busy schedule he prefers to have a game he can come back to and pick up where he left off. He has been known to throw his machine in a suitcase when playing a long engagement.

Right now Jay is working on Kid Icarus and Ikari Warriors although just about any game in the library will suit him. The only thing Jay seems not to like is a game that spends more time on graphics rather than actual game play.

Besides his assignment as Johnny Carson's regular replacement on "The Tonight Show," Jay makes frequent appearances on "Late Night with David Letterman" and has starred in several of his own prime-time specials on NBC.

When he's not performing or playing with his NES, Jay likes to spend time with his wife, scriptwriter Mavis Nicholson, and tinker with some of his 18 motorcycles and six cars. As a mechanic before his comedic success, Jay was as handy with a socket wrench, as he now is with a punchline.

And when it comes to his NES, Jay can keep up with the best of them.

A Trip to Washington, D.C. WIN

INVENT THE ULTIMATE VIDEO GAME

COMPETE TO WIN:

- Nintendo® Video Games
- A Party for Your Class
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AND MORE!

HOW TO INVENT AND WIN

By Howard Phillips

Nintendo's "Man Who Plays Games for a Living"

Imagine inventing your own video game. What kind of invention could you dream up that would make all your friends drool for a chance to get their hands on it? Would it be a trip to the land of dinosaurs or a voyage to an alien planet? Or would you design something *totally* different? Your idea could involve creating a new way to play video games, or it could mean inventing a new device to hook into your game system that shoots your playing skills into hyperspace. ★ In my job, I get to invent new video game ideas every day for Nintendo®. Now it's your turn. ★ Design the most fantastic video game ever, and enter it in the "Invent the Ultimate Video Game" competition, sponsored by Nintendo. You don't have to actually make a video game (although you can if you want). You can write an essay; create a model; draw or paint a picture; write a song; make a video; or do *anything* you want that tells us what kind of video game hardware, software or peripheral you would invent to make the 'ultimate video game.' The only limits are your imagination. ★ A panel of judges will select the top 10 ideas. The 10 winners will then travel with a parent or guardian to Washington, D.C. for the finals competition. ★ While there, the winners will compete to win Nintendo products, bonds worth up to $3,000, which can be used for your college education, a Nintendo theme party for you and your classmates, and more. Let me give you a few 'winning' tips. First and foremost, video games should be fun. The design should be really different both in concept and presentation. Finally, make sure that what you invent has long-lasting play value. I probably haven't told you anything you didn't already know about what makes a video game good, but that's just it...you, too, have the knowledge and creativity to invent. So alert your friends, family, and teacher, and start inventing!

INTERACTIVITY, TECHNOLOGY AND YOU

Science and technology can be pretty overwhelming at times; however, there is a type of technology that is not only easy to understand, but is also fun...and good for you. It's called interactive technology ★ Perhaps its most popular expression today can be found in video games. Video games allow the player to influence the course of play by either controlling the level of challenge,or changing the action within the game. The game will then provide the player instant feedback. ★ Interactive video games can also be used to build your thinking skills. Many of the benefits associated with video games can be applied to aspects of daily life. ★ For example, the interactive nature of video games can increase your parallel processing skills (the ability to process more than one source of information at a time); it enhances your real time perception (the ability to judge the time relationship between an action you take and the reaction you receive); it also improves hand-eye coordination and reasoning skills. And, best of all, it allows you to compete on an equal basis with adults and other people bigger than you are.

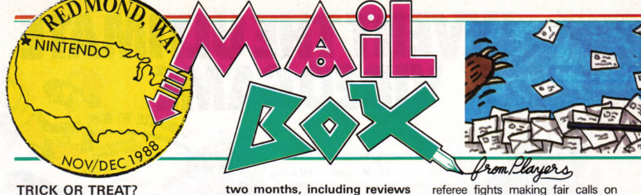
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CONTEST RULES

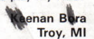
1. Eligibility. Contestants must be 8-15 years old at the time of entry and U.S. residents. Contestants must be able, and agree, to accept these rules and participate in all phases of the contest. Employees (and their families) of Nintendo of America Inc., Nintendo Co. Ltd., cosponsoring organizations, subsidiaries, licensees and their agencies are not eligible. **2. How to enter.** Contestants must complete entries and submit with an entry form consisting of a 3X5 card stating their name, address, phone number and date of birth to: Nintendo c/o Hill and Knowlton,5900 Wilshire Boulevard,Los Angeles, CA 90036. Entries must be received no later than 1/5/89. Entry forms will be disqualified if illegible. Nintendo is not responsible for damaged, lost or delayed mail. ENTRIES WILL NOT BE RETURNED TO CONTESTANTS. **3. Contest Elements**. Contestants may create and convey their original concept of "the ultimate video game" — hardware, software or peripheral — in any audio, visual or tactile manner (essay, audio, model, drawing, painting, video tape or combination of elements, etc.). If the entry is three-dimensional, a photo should be included. Hazardous materials are not permitted. No purchase is required. Contestants may solicit help from neighbors, friends, parents and teachers in preparing entries; however, the entry submitted must primarily reflect the work of the contestant. No limit on the number of entries. All entries will be judged on the basis of creativity, concept, originality, fun and game value. One finalist and nine runners-up will be selected in each of ten geographic regions. Judges may include representatives of Nintendo, Hill and Knowlton and cosponsoring organizations. Winners will be notified on or before January 20,1989. **4. Prize Structure.** Regional runners-up receive a one-year subscription to NINTENDO POWER™. Regional finalists receive: A trip to Washington, D.C., to attend the finals competition, including transportation and accommodations with a parent or guardian; a Nintendo theme classroom party; a selection of Nintendo games; and a one-year subscription to NINTENDO POWER™. 1st, 2nd and 3rd place winners receive scholarship bonds that mature to $3,000, $2,000 and $1,000 respectively. In the event there are an insufficient number of qualified entries, Nintendo reserves the right not to award all prizes. **5. Limitations.** All postage and handling, federal, state and local taxes, if any, are the sole responsibility of the contestant. No substitution or transfer of prizes is permitted. This contest is void where prohibited by law and is subject to all federal, state and local laws and regulations. Contestants agree to sign an affidavit of eligibility and release. Rules are subject to change without notice. **6. Public Disclosure.** CONTESTANTS ACKNOWLEDGE THAT ALL ENTRIES, IDEAS, DESIGNS AND CONCEPTS SUBMITTED ARE NONCONFIDENTIAL AND ARE DEEMED TO BE PUBLICLY DISCLOSED AND BECOME PART OF THE PUBLIC DOMAIN AFTER THE FINAL ENTRY DATE. CONTESTANTS UNDERSTAND THAT ANY PHASE OF THE CONTEST MAY BE FILMED OR RECORDED FOR PUBLIC USE. BY ENTERING THE CONTEST, CONTESTANTS AGREE THAT THEIR ENTRIES, OR ANY PART THEREOF, AND THEIR NAMES, VOICES OR IMAGES MAY BE PUBLISHED OR USED FOR FUTURE ADVERTISING OR PROMOTION WITHOUT COMPENSATION. CONTESTANTS ACKNOWLEDGE THAT CONTEST SPONSORS ARE NOT RESPONSIBLE OR LIABLE FOR ANY COINCIDENTAL OR INTENTIONAL SIMILARITY BETWEEN ANY ENTRY, IDEA, DESIGN OR CONCEPT SUBMITTED AND ANY FUTURE PRODUCT OF NINTENDO OR ANY OTHER PARTY. **7. Winners.** A list of prize winners will be available after 3/30/89 by sending a self-addressed stamped envelope to Nintendo Winners, c/o Hill and Knowlton, 5900 Wilshire Blvd. Los Angeles, CA 90036.



TRICK OR TREAT?

Dear Nintendo,

In the past I have found some very interesting tricks, not on a game, but tricks to get your parents into letting you play the NES more often. You might say that you have just started a typing unit and to get your fingers nimble you have to push some buttons, then point out the NES controller has buttons and a pad. Or your might just say that playing the NES helps hand-eye coordination. These are just a few of the many tricks that I have used to get to play my NES.



Keenan Bora
Troy, MI

No need to resort to trickery, Keenan. Experts have confirmed that playing the NES does, in fact, help improve hand-eye coordination and it builds self-esteem. Of course, moderation in everything, including playing the NES, is very important and your parents do know best.

CHAPTER II

Dear Nintendo,

I received my Official Nintendo Player's Guide almost two months ago. It helped me a lot with most of my Nintendo games. I was wondering if you are making an Official Nintendo Player's Guide II with all of the new games.

Eric Goldberger
Westfield, NJ

So far, we don't have any plans for a second Player's Guide, Eric, but with over a hundred pages of Nintendo Power every two months, including reviews of the latest, greatest new games, you should have plenty of tips to keep you going.

HOT TIP

Dear Nintendo,

How do you find out all those tips for Super Mario Bros.? Do you get them from other members, or do you get them from yourselves?

Eric Shaw
Mansfield, TX

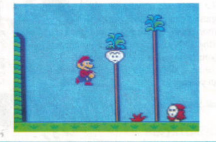
Our game tips come from a number of sources. Game playing experts in the US and Japan are hard at work thinking up new hints and strategies for Nintendo games. We also like to hear about new game tips from our readers. Of course there's also How to Win at Super Mario Bros., which you can purchase for $4.95 by calling us at 1-800-422-2602.

THE NAME OF THE GAME

Dear Nintendo,

I was wondering who created Mario. All I really know about him is that he gets a lot of exercise. Not too many people get to fight off Koopas with their brother, or referee fights making fair calls on Little Mac. And after all that work, he finds time to play a round of Golf. Now that's amazing!

I would really like to meet him some day so he can tell me how he does it all and finds time for relaxing.



Jason Noggle
Saginaw, MI

Mario is a product of the active imagination of "Dr." Miyamoto, who, at our parent company in Japan, has had a hand in creating Donkey Kong, Super Mario Bros., The Legend of Zelda and other Nintendo classics. When creating the characters, "Dr." Miyamoto often asks us here at the Redmond, Washington office for appropriate character names. And, when Donkey Kong (Mario's first game) was being designed, our landlord at the time bore a striking resemblance to the character. The landlord's name was Mario.

Check your Insider's Calendar and you'll see that Mario's birthday is October 11.

HOCKEY HUNTING

Dear Nintendo,

Hi! My brothers, my boyfriend and I would like to thank you for creating Ice Hockey. The living room in our house has





never been so crowded! What you are about to read is absolutely the "Honest to God" truth on what we went through to get that game.

We were watching the Stanley Cup play-offs on television and we saw a commercial for the game (The Challenge is Ice Hockey from Nintendo!), and we had to have it! We hopped in the car and drove all across our state searching for that game. No such luck, so we picked up the phone and called everywhere we could think of. We finally found it in a toy store in CHICAGO!!

We flew to Chicago to get it. When we got there they had the Game Pak, but they were out of the Control Decks. We checked the entire area and could not find one anywhere. So, we headed home and were planning on going to the Moon if we had to, to get this machine. About three days went by and still no luck in locating a NES. I called my boyfriend, who plays for the Junior League in Canada, and had him look for it there. He called us back within twenty minutes and told us he had a NES and he would ship it out that day. We didn't want to take the chance of losing it in the mail, so we flew to Calgary and picked it up. We took it to our hotel and hooked up the game and we played Ice Hockey for hours on end and we even got thrown out of the hotel because we were too loud! Who cares! We have our System and our game and we could not be happier. Our NES and Ice Hockey Game Pak ended up costing $2,249.82, but it was well worth it!!

Thanks again. We are all waiting impatiently for BLADES OF STEEL!

Sign us...
The Happy Hockey Club!!

You certainly went to great lengths to find that game! Another way to find a store that carries Nintendo products is to call our Consumer Service Dept. At 1-800-422-2602. We'd be happy to help you.

Here's how to solve adventure games. Adventure games, like The Legend of Zelda and Rygar are really fun to play, but only very good adventurers will be able to easily solve them. Here are some tips that may make adventure games a little bit easier for you.

1) Make a map.

Although this may seem to be a time consuming process, making a map will save you lots of trouble in the long run. You can't try to remember everything, so jot down the important facts on a small pad or sheet of paper. Maybe you can even use a tape recorder to save time. That way you won't forget.

2) Have patience!

If you get into a spot that you can't get out of, don't lose your temper! Leave the NES on, turn the TV off, and get up. Get a cold drink and something quick to eat. Try to relax for about five minutes, then play again with a clear head. Keep cool because, you can't play as well when you're aggravated.

3) Play often.

If you haven't played a game for a long time, you may lose your train of thought. You forget the important facts. Either write these down or keep in practice.

4) Don't give up!

Even though the predicament you're in may seem impossible to get out of, there has to be a way out. Don't be afraid to try different things. Sometimes the most obvious way is the right way.

5) Take advantage of secrets.

Sometimes doing things that may seem strange can help your game. It may seem like you are wasting your time, but you might be on the right track. Try everything. It'll pay off in the end.

Kevin Vosburgh and Mike Boniface Gloversville, NY

Thanks for the tips guys! We might also add that Nintendo Power and the Nintendo Game Play Counselor's Hotline at 1-206-885-7529 are also great sources for help on playing NES games.

PLEASE SEND US YOUR LETTERS!

NINTENDO POWER—MAILBOX
P.O. Box 97033
Redmond, WA 98073-9733



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1942

Morton Figueroa▶	Jersey City, NJ▶	828,900

ARKANOID

Robert Sambursky▶	Oceanside, NY▶	242,380
Brian Menninger▶	Vienna, VA▶	210,400

CASTELVANIA

Dean St. Antoine▶	Fontana, CA▶	523,820

COMMANDO

Terrence Uy▶	Bothell, WA▶	995,700
Danny Papetti▶	Brentwood, NY▶	774,850

CONTRA

Adam Hill▶	Herndon, VA▶	5,130,188
Bill Lowry▶	Youngstown, OH▶	4,714,700
Ryan Medhurst▶	San Diego, CA▶	2,954,950
Johnny Smith▶	Letohatchee, AL▶	2,932,400
Melvin Semper▶	Bronx, NY▶	2,705,000

DRAGON POWER

Nathan Kaminsky▶	Joplin, MO▶	8,002,000

DUCK HUNT

Patrick Brown▶	Levitown, NY▶	999,900
Brent Sawyer▶	Lexington, KY▶	999,900
Lauren Harris▶	Somerville, TN▶	999,900
Phil Williams▶	Southern Pines, NC▶	999,900
Allan Snyder▶	Rowland Heights, CA▶	999,900
Chris Bozeman▶	Sweeney, TX▶	999,900
Raphael Santaella▶	Brookline, MA▶	999,900
Aaron & Chris Smith▶	Parma, ID▶	999,900
Gary Berry▶	Highwood, IL▶	999,900
Wilson King▶	Cusseta, GA▶	999,900
Danny Vielma▶	Huntington Beach, CA▶	999,900
Nelissa Sato▶	Honolulu, HI▶	999,900

EXCITEBIKE

		Track	Time
Al Dorn, Jr.▶	DePere, WI▶	1	50:84
Ryan Wilkinson▶	Cerritos, CA▶	1	51:23
Quentin Hall▶	Bridgeport, IL▶	1	51:71
Hesy Marteen▶	Bayamon, PR▶	1	52:70
Matt Carmichael▶	Houston, TX▶	1	52:88
Michael Simmons▶	Providence, UT▶	2	51:64
Joe DeSimone▶	Elmwood Park, NJ▶	2	51:71
Luke Russel▶	Prospect, KY▶	2	51:96
Kevon Cairns▶	Belleview, FL▶	2	51:98
Mike Pikiel, Jr.▶	Shrewsbury, MA▶	4	1:17:24
Brian Reed▶	Santa Ana, CA▶	4	1:19:20
Eric Johnson▶	Forest Ranch, CA▶	5	1:53:85

GOLF

		Score	Points
David Temkin▶	Riohboro, PA▶	−22	50
Joe Pallotta▶	Staten Island, NY▶	−22	50
Richard Scott▶	Fresno, CA▶	−22	50
Scotto Horton▶	West Liberty, KYEST▶	−23	49
Roy Cerrito▶	Los Gatos, CA▶	−24	48

GOTCHA

Robby Saffer▶	Youngstown, OH▶	999,990

GRADIUS

Kyle Franko▶	Kenmore, NY▶	3,990,700
Santiago Aceves▶	Houston, TX▶	2,098,899

HOGAN'S ALLEY

Matt Fore▶	Wyandotte, MI▶	999,900
Randy Neuman▶	Houston, TX▶	888,500
Jason Searcy▶	Ozark, AL▶	835,200
Erich Lindeman▶	Homewood, IL▶	828,900

JAWS

Charles Hammett▶	Baltimore, MD▶	349,000

LEGEND OF KAGE

Samuel Taylor▶	Madison, VA▶	233,300

KARATE CHAMP

J. J. Brown▶	Stella, NC▶	428,800

KARATE KID

Joe Poturas▶	Green Brook, NJ▶	9,999,900

PLAYER'S FORUM

KID ICARUS

Allison Quade	Sioux City, IA	9,999,999
Jeff O'Brien	Glendora, CA	9,999,999
Scott Nelson	White Bear Lake, MN	9,999,999

KID NIKI

Alex Chavez	Covina, CA	288,900

KUNG FU

Mark Davis	Clear Lake, IA	770,910
Joe Bonaceto	Holliston, MA	702,190

MEGA MAN

Shane & Lane Ferguson	Moravian Falls, NC	1,690,000

PINBALL

Mark Donagny	Torrington, CT	622,380
Rich Karras	Queens, NY	302,270

R. C. PRO AM

Stewart Eastham	Oroville, CA	261,641
Brian Williams	Littleton, CO	182,454
Eric Perney	Evanston, IL	178,003

RENEGADE

Adam Hadder	Jasper, AL	117,450

RUSH'N ATTACK

Russ Madison	Costa Mesa, CA	756,400
Chris Cassiere	Cincinnati, OH	556,500
Jon Wells	Lexington, KY	473,200
Jason Hopkins	Vicksburg, MS	330,900

SECTION Z

Edgardo Lugo	Cressona, PA	406,920

SKY KID

Louis Goldfern	N. Miami Beac, FL	100,530

SUPER MARIO BROS

Ann C. Harrold	Greensburg, PA	9,999,950
Lisa Anne Jerrmann	Patterson, NJ	9,999,950
Shaun Spadafora	Melrose, MA	9,999,950
Rosanne Macaluso	Chicago, IL	9,999,950
Steven Loyelace	Lincolntown, NC	9,999,950
Samuel Presby	Tahlquah, OK	9,999,950
Michael Barba II	Las Vegas, NV	9,999,950
Eric Dokken	Williamsville, NY	9,999,950
Marc Sadowski	Rice Lake, WI	9,999,950
Mark Petremont	Milford, CT	9,999,950
Mark Korinek	Campbell, MN	9,999,950
Richard Badger	Huntsville, TX	9,999,950
Rich Puliafico	N. Reading, MA	9,999,950
Joey Fanguy	Houma, LA	9,999,950
Tommy Scholl	Orland Park, IL	9,999,950
Michael Barrett	Panama City, FL	9,999,950

SOLOMON'S KEY

Cheri Moore	Seattle, WA	4,703,810
Paul Howard	S. Easton, MA	2,312,910

STINGER

Shana Kane	Cranston, OH	852,805

TOP GUN

Dennis Chiesa	Phoenix, AZ	145,600
Scotty Goldsmith	Topeka, KS	62,700
Nestor, Teran	Miami, FL	61,000

TRACK & FIELD

Matt Baker	Lenoir, NC	999,990
Alec Cross	Carmel, IN	999,990
Jesse Singh	Roseville, CA	999,990
Kenny Malone	Alta Loma, CA	879,760
Chris Parks	Richmond, KY	762,220
Lee Hillman	Slidell, LA	726,960

TROJAN

Rocky Phelps	Camarillo, CA	205,196

T & C SURF DESIGNS

Erinn Smith	Windsor, NY	999,999
Steve Valdez	Downey, CA	999,999
Davis Shoup	Fort Wayne, IN	999,999

WILD GUNMAN

Brian Edwards	Natick, MA	855,300
Kaz Strzepek	Kaneohe, HI	840,100
Joseph DiPippa	Howard Beach, NY	725,800

WIZARDS & WARRIORS

Amy Brown	Olney, IL	458,213
Kenji Higa	Uniondale, NY	322,330
Beyon Casler	Battle Creek, MI	280,500
Eddie Greene	Battle Creek, MI	280,500
Millie Dell	Reading, PA	278,040
Jesus Silva, Jr.	Woodland, CA	259,555

ZANAC

Joe Wuorinen	Trenton, MI	9,057,820
Robert Galli	Woodhaven, NY	6,554,000
Dave Thomas	Oneont, NY	1,667,900
Ken Carlson	Park Ridge, IL	1,635,950

Send your high Score and be a Power Player!

Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players from coast-to-coast? Take a look at these shots of some of our Game Counselor's scores? Think you could beat them? Then prove it!

Send your Photos:
Nintendo Power
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98052

Gradius
This shot was taken by Agent #324. His comment? "Piece of Cake!"

Contra
Agent #229 sends out a challenge. "Can anybody out there beat my record?"

VIDEO SPOTLIGHT
POWER PLAYERS

The spotlight's on you! We think you'll agree that these players possess video prowess!

The description of a Power Player definitely matches my brother. He is a very good player. My brother started playing the NES two-and-a-half years ago. He received his NES as a Christmas present. Ever since then he has played it in between school and work. He has mastered many Nintendo games but, in his words, there are still many more to conquer. My brother is eighteen years old and he says that playing the NES is a great way to relieve stress. My brother's name is Bill. He has conquered the best of Nintendo's games in as little as one to two months. If it may seem long to you, it isn't, because he takes time to master every detail in the game so when he gets to the end, he always wins it.

Bill's favorite game is Rush 'N Attack. Its cool graphics and radical ending make the difficulty of the game fun and worthwhile.

He has conquered a long list of games. Here's a few others: Wizards and Warriors, Ice Hockey all teams on the highest level, Goonies II, R.B.I. Baseball (went undefeated through nine games), and many more to come...

Maureen Versen
Des Plaines, IL

Hi, my name is Mark Timlin. I am thirteen years old. I first started playing Nintendo games when I was eleven. Now I like it even more. My most recent games are Gotcha, Mike Tyson's Punch-Out!!, Pro Wrestling, Rush 'N Attack and Rygar. My favorites are Mike Tyson's Punch-Out!! and



Pro Wrestling.

I won Metroid many times. I can pin the Great Puma with any wrestler. I beat Bowser in Super Mario Bros. and saved the princess over ten times in one game. In Rygar I defeated Ligar and saw the Door of Peace open. I finished the first Quest of The Legend of Zelda in twelve days. I beat the big blob at the end of Gradius. And, in Goonies II, I saved Annie the Mermaid and sent the Fratellis back to jail in just two days.

So far I know four people who own the NES and when we know more people, we may make a CLUB.

Keep up the good work!

Mark Timlin
Manitowoc, WI

Hi! I'm fifteen years old and I like to draw and play the piano. But enough about me. Let's talk Nintendo...

I love challenging your Adventure Series! So far, I've pinned down Ganon in both quests of The Legend of Zelda, saved Paletuna in Kid Icarus and destroyed the Mother Brain of Metroid many times. I even have Dr. Wily of Mega Man on his knees! Other conquered games include Mike Tyson's Punch-Out!!, Rad Racer, Castlevania, Super Mario Bros., 1942, and I'm still working on Top Gun. (Whew!)

Now Count Dracula and The Evil Wart are at the top of my hit list since you've come up with the exciting sequels to Castlevania and Super Mario Bros.

Keep those great adventure games coming. I'm ready...

Sean Wilson
Hercules, CA





Calling all Power Players

Would you like to see your name up in lights? Send us a letter and pictures recounting your own video achievements (or a friend's).
We'll profile several Power Players in each issue.



I, Diane Supowit, am writing to inform you that I am a Power Player. My accomplishments are as follows: Beat Gannon in The Legend of Zelda (Both Quests), saved Princess Toadstool in Super Mario Bros., beat Mike Tyson in Mike Tyson's Punch-Out!!, got all six diamonds in Gumshoe, beat Mr. X in Kung Fu and chalked up some pretty good times in Excitebike.

I got my NES when I just turned fourteen and I am very happy with it. I usually play it after school because at night I'm busy with homework, etc.



My favorite game is The Legend of Zelda, mostly because there is a Second Quest to keep you busy after you beat Gannon the first time. Plus, there are many secrets in the game that you have to figure out.

In Mike Tyson's Punch-Out!!, guys like Bald Bull, Mr. Sandman and even Super Macho Man are "a piece of cake" once you've got to Mike Tyson a couple of times. When I beat Tyson, I had been playing for over an hour and kept getting knocked out in the Third Round. It was close to midnight and I said to myself, "This is my last game, then I'm going to bed." Well, that was when I beat Tyson! It was hard, but each time I fought him got easier and easier. It will with you, too. Don't worry.

Diane Supowit
Milford, NJ

The Power Player's name is Ben Agoes. He's an eleven year old who lives in Putney, VT. Ben is considered a Power Player because he was the first person I know that saved the Princess of Super Mario Bros. It happened like this. It was April 18, 1988, around 8pm. He was at my house and we were playing Super Mario Bros. (as usual). We had both made it to World 8-4 and he was playing. He got to Bowser. All of a sudden he ran right underneath him and Bowser fell into the lava. We paused it and we were screaming and hollering. He called his mom and we ran over to his house and got a couple of pictures and then we sat and talked about it and we still can't believe that it happened.

Danny Dunham
Putney, VT

Power Player Profile

Name: Ron Smalec
City: Streamwood, IL
Age: 15

Ron studies his games carefully and uses his skills for big video achievements. That makes him this issue's Power Player.

Favorite Games: The Legend of Zelda has got to be the best because it has so many levels and you really have to find out a lot of things for yourself. There are a lot of bad guys, too. The Darknuts are coolest.

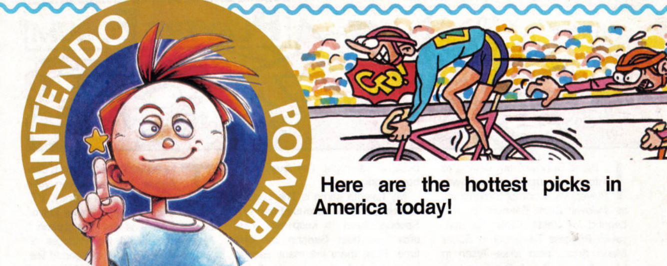


Outstanding Video Accomplishments: I can solve games really quickly. I went through the First Quest of The Legend of Zelda in two weeks and the Second Quest in a week and a half. I also got the best ending in Metroid after I went through the game just two times before. That was neat, because after the best ending you can play the game as Samus' true identity.

Special Strategies: The magazines have a lot of great tips. I read the tips and try them all over the place. In the Second Quest of The Legend of Zelda I looked forever for the Ladder and I finally found it after walking through walls everywhere.

Other Interests: I draw and really like The Far Side and Garfield. I'm also playing offensive and defensive tackle on the Sophomore football team in school and I'm in swing choir.

Future games: I'm really looking forward to getting Super Mario Bros. 2 and Zelda II—The Adventure of Link. I also think that Dragon Warrior looks great.



Here are the hottest picks in America today!

TOP·30

With so many new Game Paks coming out all the time, a lot of new names have started showing up, like this issue's third place finisher, "Metal Gear." To make it easier for you to track the progress of the newcomers toward that top position, look for the pink and purple squares. These games are definitely the ones to watch.

Use this key to find out how you're favorites are doing.


These titles are new to the Top 30. Keep a close eye on them.


Games that are really on the move. These games have jumped up several places on the poll.


Favorites that have maintained their popularity among the Top 30.



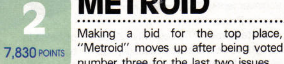

1
8,476 POINTS



THE LEGEND OF ZELDA

Once again the all-time favorite. That honor may not last forever, though, as some hot new games are pushing up the list.




2
7,830 POINTS

METROID

Making a bid for the top place, "Metroid" moves up after being voted number three for the last two issues.

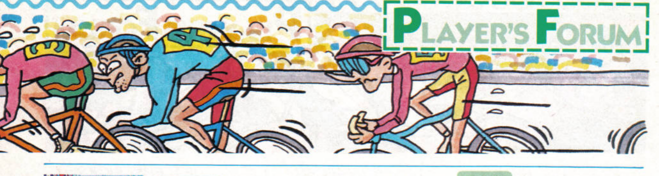



3
7,720 POINTS



METAL GEAR

"Metal Gear" didn't waste any time on its meteoric rise to the top. Appearing suddenly at number three, it is truly one to watch.







4 — MIKE TYSON'S PUNCH-OUT!!

7,107 POINTS

Still the champion of the sports series, Punch-Out!! slips one slot, but you can bet it's not down for the count.




5 — GAUNTLET

6,122 POINTS

The adventure has just begun for "Gauntlet." Number five on its first trip to the Top 30, here's another one to watch.



6 — SUPER MARIO BROS. 2

5,985 POINTS

Mario and friends are on a new adventure that's even more fun than the last. Look for this one to keep climbing.



7 — BASES LOADED

4,720 POINTS

From out of the ballpark comes "Bases Loaded" to become America's favorite video pastime.




8 — ZELDA II— THE ADVENTURE OF LINK

4,204 POINTS

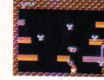
While Zelda sleeps, Link has the adventure of his life. Or is it all just a dream? "Link" moves up nine spots from last time.




9 — DOUBLE DRAGON

4,120 POINTS

Billy Lee falls back three places, but he has a lot of fight left and a hard road to travel.




10 — KID ICARUS

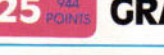
3,304 POINTS

Pitt knows that ups and downs are part of the game. He falls back five this time, but he might have a feather up his sleeve.







11	3,140 POINTS	SUPER MARIO BROS.
12	2,856 POINTS	R.C. PRO-AM
13	2,653 POINTS	CASTLEVANIA
14	2,478 POINTS	CONTRA
15	2,349 POINTS	ICE HOCKEY
16	2,299 POINTS	MEGA MAN
17	2,182 POINTS	RAD RACER
18	2,007 POINTS	TOP GUN
19	1,351 POINTS	TOWN & COUNTRY SURF DESIGN
20	1,248 POINTS	RYGAR
21	1,230 POINTS	R.B.I. BASEBALL
22	1,148 POINTS	RENEGADE
23	1,071 POINTS	PRO WRESTLING
24	965 POINTS	GOONIES II
25	944 POINTS	GRADIUS
26	897 POINTS	DOUBLE DRIBBLE
27	855 POINTS	SOLOMON'S KEY
28	769 POINTS	GOLF
29	760 POINTS	CALIFORNIA GAMES
30	665 POINTS	KID NIKI



PLAYERS' PICKS



GAME	PTS
1 DOUBLE DRAGON	2,999
2 SUPER MARIO BROS. 2	2,872
3 SUPER MARIO BROS.	2,323
4 MIKE TYSON'S PUNCH-OUT!!	2,278
5 THE LEGEND OF ZELDA	2,015
6 ZELDA II-THE ADVENTURE OF LINK	1,994
7 CONTRA	1,756
8 METROID	1,617
9 GAUNTLET	1,373
10 METAL GEAR	1,147
11 BASES LOADED	1,103
12 R.C. PRO-AM	1,095
13 CASTLEVANIA	924
14 ICE HOCKEY	879
15 TOWN & COUNTRY SURF DESIGN	865
16 R.B.I. BASEBALL	850
17 KID ICARUS	839
18 RAD RACER	672
19 DOUBLE DRIBBLE	669
20 GOONIES II	585
21 INDIANA JONES AND THE TEMPLE OF DOOM	580
22 TOP GUN	573
23 PLATOON	522
24 CALIFORNIA GAMES	510
25 MAJOR LEAGUE BASEBALL	492
26 RENEGADE	483
27 GHOSTS 'N GOBLINS	463
28 IKARI WARRIORS II/VICTORY ROAD	427
29 IKARI WARRIORS	417
30 RUSH 'N ATTACK	412

A new champ tops the poll.

Tops with our readers is "Double Dragon" with the new adventures of Mario and Luigi a close second.

PROS' PICKS

GAME	PTS
1 THE LEGEND OF ZELDA	3,857
2 METROID	3,838
3 METAL GEAR	3,458
4 MIKE TYSON'S PUNCH-OUT!!	2,812
5 MEGA MAN	2,299
6 BASES LOADED	2,071
7 CASTLEVANIA	1,729
8 GAUNTLET	1,387
9 SUPER MARIO BROS. 2	1,178
10 DOUBLE DRAGON	1,121
11 ZELDA II-THE ADVENTURE OF LINK	1,045
12 SOLOMON'S KEY	855
13 SUPER MARIO BROS.	817
14 CONTRA	722
15 WIZARDS & WARRIORS	608
16 SIDE POCKET	589
17 GRADIUS	570
18 R.C. PRO-AM	551
19 ICE HOCKEY	551
20 KID ICARUS	456
21 RYGAR	456
22 ZANAC	437
23 RAMBO	437
24 PRO WRESTLING	399
25 GOONIES II	380
26 R.B.I. BASEBALL	380
27 RAD RACER	285
28 TROJAN	266
29 DOUBLE DRIBBLE	228
30 CLU CLU LAND	228

Newcomer ranks high first time on list!

"Metal Gear" has quickly become a pro favorite, while "Mega Man" has been a hit around here for some time.

DEALERS' PICKS



GAME	PTS
1 GAUNTLET	3,362
2 METAL GEAR	3,115
3 THE LEGEND OF ZELDA	2,607
4 METROID	2,375
5 MIKE TYSON'S PUNCH-OUT!!	2,017
6 KID ICARUS	2,009
7 SUPER MARIO BROS. 2	1,935
8 BASES LOADED	1,546
9 TOP GUN	1,434
10 RAD RACER	1,225
11 R.C. PRO-AM	1,210
12 ZELDA II-THE ADVENTURE OF LINK	1,165
13 ICE HOCKEY	919
14 RYGAR	792
15 GOLF	769
16 PRO WRESTLING	672
17 RENEGADE	665
18 KID NIKI	665
19 TENNIS	515
20 JAWS	515
21 KUNG FU	508
22 EXCITEBIKE	493
23 TOWN & COUNTRY SURF DESIGN	486
24 PINBALL	448
25 BREAKTHRU	441
26 10-YARD FIGHT	433
27 SPY HUNTER	418
28 KARATE KID	396
29 GUN.SMOKE	396
30 GRADIUS	374

Showdown in the showroom!

Not long ago two strangers rode into town and stole the show. But, as you see, the old timers can still cut it for the dealers.

Editor's Note: You'll start seeing Zelda II in stores in December!



COMING UP NEXT IN THE JANUARY/ FEBRUARY ISSUE OF NINTENDO POWER!

ZELDA II: THE ADVENTURE OF LINK

The moment you've waited so patiently for has finally arrived! Check out the awesome fold-out poster map which details Link's most challenging and complex adventure yet!

WRESTLEMANIA

Because YOU demanded it! The world's most famous wrestlers are here! Exciting details on each WWF wrestler's special moves and strategies. BE THERE!!!

ROBOCOP

The runaway SciFi action hit blasts its way into your Nintendo Entertainment System! We'll have several pages of inner city maps and playing tips for everybody's favorite cybernetic law enforcement officer!

Plus: Counselors' Corner, Classified Information, Pak Watch, the NES Journal, and more of The Electrifying Adventures of Captain Nintendo!

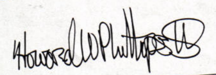
Dear Readers,

There has been a great deal of excitement here at Nintendo as we've been preparing for the holidays. There are a lot of new games and products coming out, not to mention the **Nintendo Power** holiday issue you hold in your hands, and there has been even more activity here than usual. Speaking of **Nintendo Power,** we're happy to have been able to provide you with the Gift Guide in this issue as well as the **Nintendo Power** subscription Gift Certificate. We think they will solve a lot of gift giving dilemmas!

We are particularly excited about our "INVENT THE ULTIMATE VIDEO GAME" contest. The idea for this contest came from you fans and we think it's terrific. Be sure to enter!

As the holidays approach and we reflect on special times with our loved ones, we, at Nintendo, would like to suggest that you look through your current game library and make it a point to spend some quality time with a younger brother or sister, parent, grandparent, or friend, playing a game that you think they would enjoy. Giving of yourself truly is the best gift of all. So spend a safe and pleasant holiday. Create some memories!

See You Next Year!



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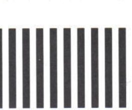
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All the players at Nintendo wish you a powerfully happy holiday season and thank you for your high-powered enthusiasm. You've helped make the Nintendo Entertainment System the top choice for game playing fun and challenge year 'round.

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